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when the Dark Demon disnes out his dastardly deeds, this nogen-knocking here is up to his nech in double.

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They say one's eyesight decreases 20% after the age of 35. With this fact in mind, we designed an ad that you can show your parents.

·····



# THE 3 DO SYSTEM

(Not to mention of course, lots of butt-kicking, thumb-blistering, mind-twisting games, that are bound to piss off congressmen



# PLAYS MUSIC, PHOTO

come next election year. Full screen, full motion video, CD sound, and 3D effects give you realism that even your over-stimulated



# AND VIDEO CDs. BUT

morally corrupt, youthful brain can't imagine. Take Total Eclipse, the hyper-real 3D flying game. You barrel roll at warp spee





# MORE IMPORTANTLY,

through nasty obstacles. And when you screw up, you'll leave the cutest little black stain where your vessel was obliterated. Then there's



# IT WILL PLAY A LOT OF

Way of the Warrior, the wicked fast, high resolution martial arts game, where you master over 600 brutal martial arts maneuver





while simultaneously ridding yourself of unnecessary teeth. And Jurassic Park™ Interactive, which is just like the movie, except nov





# SOFTWARE ON SUBJECTS

you're the one who must save the Park's guests from prehistoric dino-clones. CD sound and 3D graphics make T-Rex so real, you can



# SUCH AS GEOGRAPHY,

practically smell the lawyer on his breath. These titles are only a few of the many. You get the idea. Even if your parents don't.]



# ART AND H

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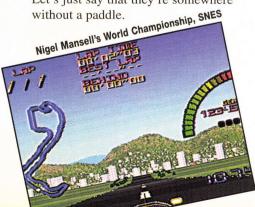
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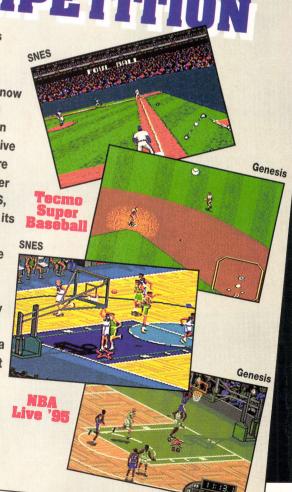
# HE GREEN FLAG

Back in the early days of 16-bit gaming, Sega of America made the claim of sports superiority, and they were right. Early games like John Madden Football from EA Sports were designed for the Genesis and were later adapted to the Super NES without making use of the technical capabilities of Nintendo's 16-bit system. It was like taking the paddle out of a canoe and trying to use it on a hydro plane. But once developers realized what they could achieve by using the Super NES' custom graphics processors, a new generation of sports games quickly redefined what a sports video game could be. Super NES sports games are now technically advanced, more realistic, and there's more of them. And where's Sega? Let's just say that they're somewhere without a paddle.



# HEAD-TO-HEAD COMPETITION Many games from sports software leaders like 54

software leaders like EA Sports, Acclaim, Sony, Accolade and Tecmo are now custom designed for both 16-bit game systems. Even when the screen perspective and play characteristics are the same, the larger number of colors on the Super NES, its Mode 7 capabilities and its superior sound processor allow for more realism in the Super NES versions. The differences are dramatic in some titles, like Tecmo's new Tecmo Super Baseball. The Super NES version gives you a unique, rotating fielder's point of view that is missing from the Genesis game. The simple fact is that you get more with most Super NES sports games-more color, more sound, more realism.



# SIPSINES EXCLISIVES

Opophie Research Services Serv

The most realistic sports games available are found only on the Super NES. Why? It's not just a matter of licenses. The name on the box doesn't put fun in the game. The reason that Super NES sports games play more like the real game, look more like the real game and sound more like the real game is due to the custom hardware inside the Super NES control deck. The Super NES' two graphics processors contain special graphics modes including Mode 7 which allows for the easy manipulation of objects in a 3-D environment. Sports take place in three

dimensions, not two. The Super NES's ability to rotate perspective and scale objects lets designers create realistic fields, courts, race tracks and even mountain slopes. Imagination is the only limitation. The Genesis, on the other hand, is limited because it doesn't have the custom graphics processors or a 16-bit sound processor, which means that Genesis sports games simply can't compete on a level playing field with Super NES games. They're behind from the very start.

#### Tommy Moe's Winter Extreme



# THE SUPER NES

If you don't own a Super NES, you can't play many of the best sports games available like: Ken Griffey Jr. Presents Major League Baseball. NCAA Basketball, Stunt Race FX. Tommy Moe's Winter Extreme Skiing & Snowboarding, NHL Stanley Cup, classics like F-Zero and Super Tennis or up-coming games like Michael Andretti's Indy Car Challenge. And the hottest titles available for both systems won't be as intense on the Genesis. If you want the most game from the hottest titles like NBA Jam. Madden NFL 95, WWF Raw and NBA Live '95, you have to get the Super NES version because the best graphics and sound are available exclusively for Super NES sports fans.

#### NHL Stanley Cur



# Nintendo holds the edge on sports titles.

#### Nintendo Sega

- Baseball 15 Baseball 7
- Football 15 Prootball 12
- ⊕ B-ball IO ⊕ B-ball 8

  - Hockey 7 / Hockey 4
  - Soccer II 🛞 Soccer 5
- Racing 27 Racing 13
- Golf 9 Golf 6
- ★ Boxing 4 ★ Boxing 4
- Other 19 Other 15

#### Total 117

Figures taken from Spring issues of Nintendo Power Game Pak Directory and Sega Soft Newz. (Does not include future sports titles.)

Total 74

## SUPER NES 3-D ROTATION & SCALING













When Nintendo's NCAA Basketball took to the court in 1992, the radical behind-the-player perspective "KO'd" the competition and the critics. No one had ever seen such a realistic video game. The perspective produced the closest experience to actually playing the sport. Since then, Super NES sports games have explored many new arenas of realistic sports action—arenas where Genesis titles have never gone.

Volume VI Issue 10 October 1994

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## PRHIMANS

#### **Video-Game Previews**

Sonic and Knuckles, Duelin' Firemen and "In the Works," our new calendar of future game releases for all systems.



## TIPS STRICKS

Unlock the secrets of your favorite games!
Tips, tricks, secret moves and more for Super
Street Fighter II Turbo, Mortal Kombat II, John Madden
Football, Cybermorph, Wolfenstein 3-D, FIFA International
Soccer, Wiz 'N' Liz and more!



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No need to look further—here is the ultimate guide for *Mortal Kombat II* on all home systems! Buy this magazine now!





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IR 7000

WHISPERING IS
FOR GUTLESS
WEASELS.



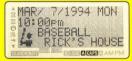
Send messages up to thirty feet away, safe and private-like.



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Organize every minute of your day, or at least the important ones.

Whispering's pathetic. Exactly why Sega made the IR 7000, with fourteen different features. So you can communicate with your friends in class without making a sound, via its invisible infra-red beam. You can even play a game with someone across the room. Plus, the IR 7000 keeps numbers, addresses, has weekly and monthly calendars, speaks ten languages, and

more. So check out
Sega's IR 7000. Unless,
of course, you like to
whisper. Yeah, right.



CIRCLE #104 ON READER SERVICE CARD.

here's nothing like the feel of driving through the desert in a fast car. The road is straight, the air is hot from the bright sunlight and there's hardly anybody

else on the road except for the occasional trucker or lost tourist. It doesn't matter what kind of car you're driving, the need for speed is what's important. All of the danger variables (cops. gravel, slippery roadkill) lie cowering in the back of your mind, pushed back by your own sheer reckless insanity.

The same feeling of driving crazy-fast can

also come when you're playing a good fighting game. There's a high you reach when wailing through a Super Street Fighter II Turbo tournament—especially when you don't even know your opponent—where each faceless challenger becomes fodder for your own adrenaline-soaked glands,

making your body feel like it's going to explode right through the pores of the skin. The subtlety of a good combo is like tweaking with the power range on the

tach of an Aston Martin as you pass a line of produce trucks heading to Arizona. The air conditioning is on and the stereo is blasting the new Heavy D and the Boys CD. Your car is a piece of machinery meant for driving, not transportation.

Playing Mortal Kombat II inspires fighting games, moves and the cars are different. A leg swipe that leads to an uppercut has a brutal kind of magic, less sub has a brutal kind of magic, less subtle than SSF2 Turbo, but equally

seductive. MKII is like playing chicken with

oncoming cars in a '72 Dodge Charger. The windows are wide open and the hot wind rushes through your hair as you roar along to the new Beastie Boys tape—with the bass turned so low your speakers are on the verge of blasting

right out of the car. Finishing moves are like passing by a truck stop and seeing that all the cops are inside eating. That's right; you're long gone, baby.

Both MKII and SSFII Turbo are machines from the same family, but they're two different beasts. While SSFII can be considered the roadster of fighting games, MKII is the muscle car. Both should be appreciated as such. While some people enjoy air conditioned comfort and safety, others like feeling high on brute force and dust. I'm just glad that both feed my need for speed.

> —Nikos Constant Associate Editor (VIDEOGAMES staff Mortal Kombat II Champion)



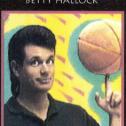
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"While SSFII

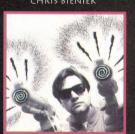
can be

considered the

roadster of

muscle car."

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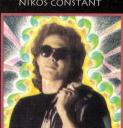


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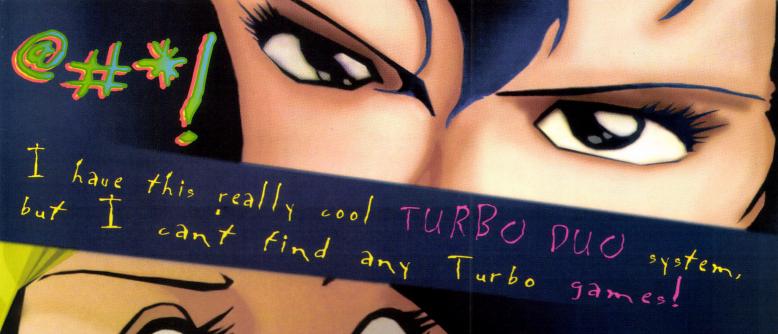
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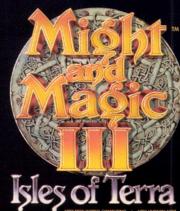




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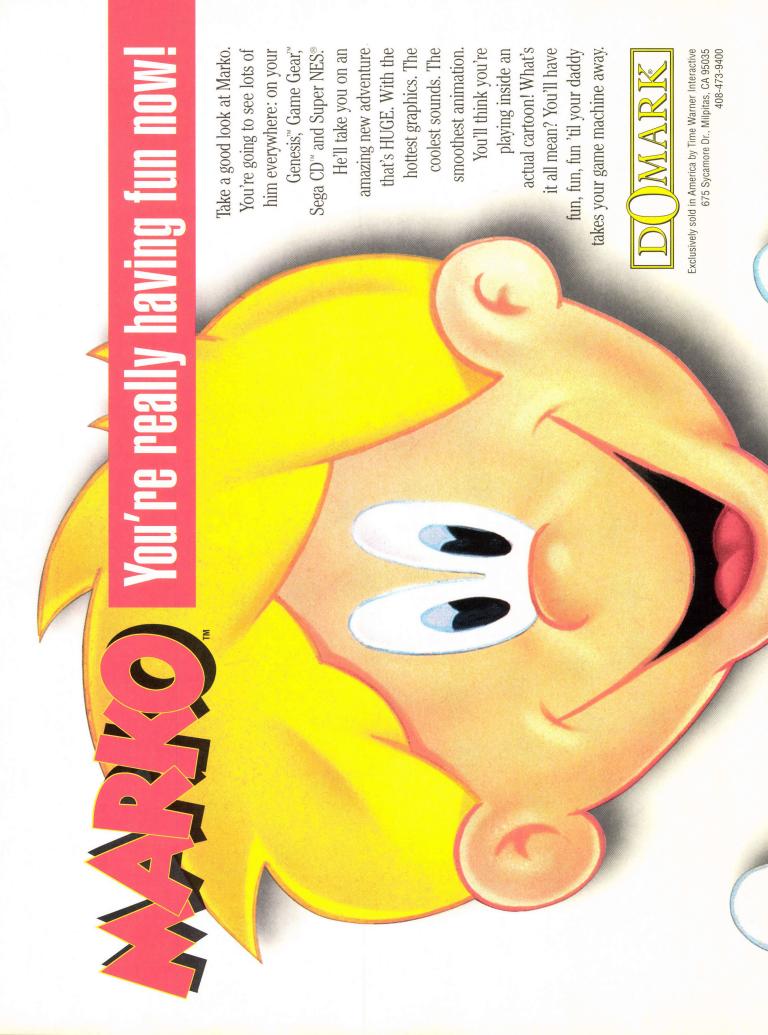
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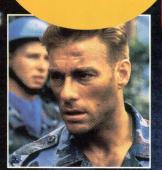


# **ERIC NAKAMURA &**

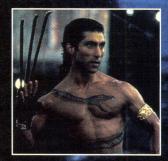
y Christmas of this year, you'll be sitting in a movie theater watching Jean-Claude Van Damme on the big screen as none other than Street Fighter star Colonel William F. Guile. The film-which is expected to earn a PG-13 rating-is scheduled for an American release on December 21, 1994. Pressman Film Corporation has wrapped up filming of Street Fighter, and the film is currently in post-

Filming began May 30 in Bangkok, Thailand. The story takes place in Shadowloo, Southeast Asia, in 1995. The Shadowloo civil war rages into its seventh month, and Warlord General M. Bison (Raul Julia) has messed everything up by kidnapping 63 Allied Nations relief workers. Bison's demand: Fork over 20 billion dollars within 72 hours or the hostages will

production.



I'm about to let out a big Sonic Boom.



Jay Tavare flashes his claw as Vega.

be executed. So Guile's job is to rescue the hostages. But he and his Allied Forces Unit must first find the location of Bison's secret fortress. With the help of Ken Masters (Damien Chapa) and Ryu Hoshi (Byron Mann), Guile infiltrates the Shadowloo Crime Tong, led by Bison's arms supplier, Viktor Sagat (Wes Studi).

Playing the role of Guile's British Intelligence Officer, Cammy, is Kylie Minogue, the Australian soap opera star and pop singer (remember her '80s "Locomotion" remake?) Chun-Li-played by Ming Na Wen of The Joy Luck Club—happens to be a Global News Television reporter...but she's out for more than just a story.

Steven de Souza wrote and directed the movie; it's his directorial debut. One of Hollywood's top action writers, his credits include 48 Hours. Die Hard, Die Hard 2 and Beverly Hills Cop 2. He is also currently

working on *Judge Dredd*, star-ring Sylvester Stallone. Cinematographer William Fraker shot principal photography in Thailand and Australia, and production design was done by William Creber, who also worked on *Planet of the Apes*.

Also appearing in the film is Kenya Sawada, a Japanese actor who plays second-in-command to Guile; he impressed Capcom so much so that his character, Captain Sawada, may be added to a future edition of the Street Fighter video game series.



Here's Grand L. Bush as boxin' Balrog.

huck Norris has recently signed a multi-title interactive production deal for live-action games. He will star in a series of fullmotion video games, produced by Rembrent Productions in association with Accent Media Productions and the

igital Pictures-producer of popular full-motion video games like Night Trap and Double Switch-has announced a kids' software line under the will star Lori Petty

name Digital Kids. Digital Kids will release two

games, What's Story? and Kids on Site in the upcoming months.

ou may have heard that the Tank Girl movie in the title role, but did you know that Ice-T will be playing Booga the kangaroo? Bjork will also be in the movie.

aws & Play, Inc. will introduce two new full-motion VCR remote-control board games this summer: Red Baron Squadron Race Game and The Zoofari Game. Paws & Play, Inc. has a patent pending on its pause-andplay technology. Founder Bic Hauser says, "Instead of rolling dice or spinning a wheel, just hit the 'play' button





Come on, come on and do...the locomotion with

Cammy, you've got to stop singing that song





# More News on the Street Fighter Movie







Ryu (Byron Mann) prepares for battle.



Ming Na Wen plays Chun-Li, news reporter with a secret.



Colonel Guile: Jean-Claude Van Damme

Bison: **Raul Julia** Chun Li: Ming Na Wen Sagat: **Wes Studi** Ryu: **Byron Mann Balrog: Grand Bush** E. Honda: **Peter Tuiasosopo** Dee Jay: **Miguel Nunez** Ken: **Damien Chapa Dhalsim: Roshan Seth** Cammy: **Kylie Minogue** T. Hawk: **Gregg Rainwater** Zangief: **Andrew Brynlarksi** 

**Robert Mammone** Vega: **Jay Tavare** 

Blanka:

(Note: Fei Long will not appear in the movie! Maybe it's because Bruce Lee was not available to play the role.)



Cammy, what big teeth you have.

**Forget that Muy** Thai stuff...I've got the gun.



on your VCR remote control to start the action and 'pause' to see the outcome-it's never the same game.



he AT&T Edge-16 peripheral will finally be released in October 1994. Edge-16 will feature VoiceSpan technology and allow Sega Genesis owners to play each other over the phone from just about anywhere, even across state lines. You can also talk to each other as you play the game. It even recognizes

call waiting, so you won't miss an important phone call while you're playing. Suggested retail price is "under

s reported in our last issue, Hudson Soft officially announced the winner of the Summer CES Super Bomberman 2 Competition: VIDEOGAMES Contributing Editor Zach Meston. The 16 finalists were: Paul Anderson (Game Informer), Claudia Fuchs (Independent), Brian Goss (The G.U.R.U.), Chris Johnson (Para-

continued on page 18



I was looking through a recent issue of your magazine and noticed a review of a TurboGrafx/Duo game called Dynastic Hero . I don't know if you noticed this, but the exact same game is available for the I just wanted to bring this to your attention—just in case you Genesis; it's called Wonder Boy.

-Felipe

didn't know already.

Fort Ritchie, Maryland

Good eye, Felipe; though our reviewer didn't mention the connection, Dynastic Hero is indeed based on the Wonder Boy saga. The Duo version benefits from CD music, and of course, Duo owners who sweated through the long hot summer without any new software releases were glad to see a new game for the machine—even if it was a game that had already been released for a different system. The good news for Duo or TurboGrafx-16 owners

is that there's a new mail-order company called Turbo Zone Direct which can cater to your hardware and software needs. In addition to being the primary distributor of new TTI titles like Dynastic Hero and Super Air "Zonk", TZD also sells new PC Engine software from Japan; you can order great games like

Konami's Dracula X, which are fully compatible with your Duo CD system. Call 1(800) DUO-THIS for more information. Thanks for the great envelope art, by the way; Chris Gore loved it!

I've decided to contribute some art. I made a few mistakes. but I hope it's appreciated. Liust hope Capcom USA

doesn't sue me for using its Super Street Fighter II logo. —Matthew W. McGinn

Alexandria, Virginia

Don't sweat it, Matthew; at least you didn't do anything silly, like having the Street Fighter characters playing baseball or something like that. We do appreciate it. Thanks.

Here are some questions regarding things that I was curi-

ous about: 1) Is Betty single?

2) Is Josie in a band? If so,

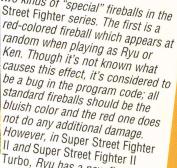
El Monte, California P.S. Do any of you like Megadeth?

1) Yes, but she has a hulking crush you if you so much as think about her in an unwholesome way.

very much.

I have been playing Street Fighter II Turbo for the Super Nintendo. For some stupid reason, whenever I play in "Turbo" mode and I play as Ryu or Ken and do a lot of fireballs, sometimes I shoot out orange fireballs. Is the game messed up? Is it a

Flemington, New Jersey There are two kinds of "special" fireballs in the



attack which causes his opponent to burn when it Turbo, Ryu has a new fireball makes contact. To do this, just rotate the joystick in a low half circle from Back to Forward and press any punch button.

Are there any games for \$20 or less? If there are, can you tell me what they are? -Nate Gilkes

Riverton, New Jersey

Your best bet is to check out used games at video rental stores like 20/20 or Blockbuster; they'll often sell extra copies of games that have started to lose popularity. Forget about new games at retail stores; unless there's a huge sale, you'll rarely find anything but anemic NES carts for that price. Also: Check out the classified ads in your local newspaper. Lots of people sell their old video games when they're tired of them, and you can probably find some goodies. It's worth checking out.

I'm the proud owner of many game systems: NES, SNES, Genesis, Sega CD, Jaguar, CD-i and Game Gear. I currently subscribe to Nintendo Power, but am shopping around for a magazine that covers the systems I own. The other day I came across the May issue of VIDEOGAMES and noticed the words, "The Ultimate Gaming Magazine." I thought, "yeah, right." But I bought it to see how ultimate it really

Needless to say, I was blown away. You guys didn't have a hundred pages of maps for one game. You balanced out the number of reviews for each system and gave the straight facts on each game, saying if it sucked or not. I'm planning to subscribe, but I would like to know if I could order back issues of your magazine. -Aric Giron

Ahwahnee, California

Yes, you can get back issues through our subscriptions department at 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210; we already gave them your letter. Too bad you missed our April 1994 issue, with its incredible behind-the-scenes Mortal Kombat II feature. Thanks for the support.

where can I hear her play? Just wondering. -Andrew Castro

gorilla of a boyfriend who will

2) Yes, Josie sings and plays guitar in an all-girl rockabilly band called Whistle Bait. Also, our new Assistant Editor Gabe growls and plays bass in a band called Harelip. Both groups play semi-regularly in the Los Angeles area.

P.S. Chris B. likes Megadeth

Hi, I'm Betty, and I'm here to help you. will try to answer any and

me absolutely anything,

Dear Betty, My mom packs squid in my lunch box several times a week because she knows that squid is my favorite food. The other kids in the all of your questions, no matter hat the subject matter. So ask cafeteria think it looks and smells gross and tell me I have

bad breath. Now they are beginning to hit e, and this one girl in particular slaps me in the arm so hard that I bleed. Should I stand up for what I believe in and continue to eat

ould I make my arm feel a whole lot better and just stop?

-l elana Sonoma, California

Dear Lelana, You should be able to eat whatever you want to eat for lunch, but maybe you could cut back on the squid a couple of times a week. Tell those kids they're dumb because squid is brain food. I hear that the iodine in seafood keeps your hair from going gray. Hey, got any squid jerky? I love that stuff. Let me make another suggestion: Find a really cool lunch box, maybe a Street Fighter one. Maybe then the kids won't pick on you becau Maybe then the kids won't pick on you because they'll be so impressed...or you could hit them on

the head with it. Just kidding.

Dear Betty

Dear Claire

Everyone tells me I look just like Chun-Li. Do you know of any *Street Fighter* look-alike contests in the Monterey-Santa Cruz area? I would really love to be in one.

I called Capcom and they don't know anything about a Street Fighter look-alike contest. As soon

as we hear of one, we'll let you know.

—Claire Salinas, California

Dear Betty,
I have a problem. I play video games sooo much that I developed a rare medical problem in my thumb and had to have it removed. I had a sort of "thumb transplant." But my thumb looks and works more like an index finger. Now when I think I'm hitting the A button I'm really hitting X. What to do?

Ardmore, Oklahoma

Dear Louie

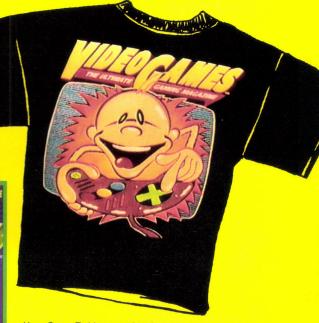
I've never heard of a thumb transplant. Just use your index finger and your middle finger to hit the buttons. You don't even need a thumb, really. If it just gets in the way, have them chop it off.



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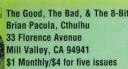
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MONEY BACK ON UNMAILED ISSUES IF NOT SATISFIED!



Is TGTB&T8B turning into a prozine? Issue seven came poly-bagged with a bright neon cover on thick paper stock-18 solid pages for just a buck. We love the cartoon

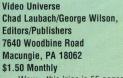
illustrations that go with the reviews; hey, if you can't do game shots, do something even better. Get this if you're into rumors, funny comics, encrypted messages, classic game reviews and lots of babbling; a cool 'zine.

**Cheaply Produced Crappy Video Game Newsletter About What** SUCKS

Alan Lanoie, Editor 204 E. Main Street Greenfield, TN 38230 75¢ Bi-Weekly

If Beavis and Butt-Head did a

video game fanzine, our guess is that it would look exactly like this weird publication. Is that Sonic vomiting on the cover? Editor Alan Lanoie is a maniac who colors each issue by hand with colored pencils; that is, the issues that get sent to us look that way. With all of the hand-written stuff in the June edition, we're still not sure if he prints more than one copy of each issue. Give this freaky 'zine a try; back issues are 50¢ each.



Wow...this 'zine is 55 pages long! We haven't seen a fan publication this thick in a long time. Jam packed with reviews and info. We

like the Club 3DO section. What's more, these are some pretty funny guys; there are lots of funny articles about the gaming industry and "What I'd Like To See" type of stuff. The cover is some weird boy's fantasy-kinda looks like a Bolt Thrower album cover. Game cheats, reviews, comics...lots of good stuff for just a buck and a half.

Dokuritsu MJ Lesnick, Editer [sic] from Bangladesh 15803 Signal Creek Houston, TX 77095-1624 \$2.00 or trade outside Houston

Nice minimalist cover. This 'zine covers a lot of manga and anime and includes a lot of rambling and profan-

ity, which is always fun. MJ is well on his way to becoming one of those freaks who talk your ear off at a bus stop. Most of Dokuritsu is a big jumble, except for the 8-page comic strip, which is sort of funny because it's so freaky. Why isn't anything in its own section or something? Too controversial for some, but there's a lot

to read and the art is cool.

**Ultra Bit Magazine** Mr. Big, Editor 3655 Sunset Blvd., Apt. #71 Rocklin, CA 95677 \$10 US/\$14 elsewhere for 12 issues

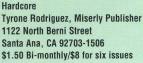
Ultra Bit Magazine includes "the complete extensive list of the

top 100 alternative bands," which should really be called "the complete extensive list of the 100 most popular bands whose videos you can watch on MTV 2,500 times a day." It's a big, scary-looking 'zine with very few pictures and type that's almost all IN CAPITAL LETTERS, but it does have some good tips for both cartridge and PC games. Watch for bad illustrations and really bad spelling.

**Fantazine** Pat Reynolds, Editor 1740 Millbrook SE Grand Rapids, MI 49508 \$2.00 Bi-Monthly/\$8.00 for five issues

Another thick 'zine-32 pages. What the hell is Jess Ragan's "Yeeoow!" article all

about (and why doesn't he have a phone?) Anyway, Fantazine is a refreshing, intelligent fanzine with good old video game reviews. We commend the article, "Ranma 1/2 3: Super Battle!" as well as "Pat's Real Life Stories." It's great to see a fanzine with some thought put into its design and layouts (not to mention its text: Pat's article about the quality of Konami's Genesis games is extremely insightful.) Nice "tribbles" on the cover, but what's that chauvinistic/misogynistic piece on the back?



This month's featured Angry Young Man is not necessarily angry; his Hardcore is actually one of the more

level-headed 'zines we've seen this month. (Hell, compared to the aforementioned Cheaply Produced Etc., everything else looks like VG&CE.) Hardcore has the basic ingredients of a good 'zine-good reviews, industry dirt, the obligatory fanzine review column-but it would really shine if it just had more of everything. In the meantime, expect better things from Tyrone's industry contacts and nose for killer combos. We loved the "Out-of-Context Quotes" column.



ANGRY YOUNG MAN TYRONE RODRIGUEZ ITA ANA How long have you been working on HARDCORE? This is my second issue, and hopefully the third one will be out within the next couple of months. I don't

know what I'd be doing if I hadn't started a fanzine last year; it's better than doing nothing.

Why do you cover issues like abortion in your

I'm against abortion. I feel that fanzines should be able to say or do whatever you feel like. Whatever you want to print you should print.

So are you an angry young man?

Yeah. They tried to make me dry shave at my school because I have a goatee. You know what else makes me mad? Nintendo's new image and attitude-total hypocrisy. "Money talks, BS walks." And people who are always complaining about fighting games. If you don't like them, don't play them. You play the fighting games that you want to play. So what if there are a lot? The console thing is getting out of hand. There are more consoles than there are titles now.

How many hours a day do you spend playing video

I play video games for four or five hours a day. I've beat almost over 200 games now. The latest game I beat in the arcade was Alien vs. Predator.

What systems do you own?

Super NES, NES, Master System, Genesis, Sega CD, SuperGrafx, TurboGrafx with CD player, Turbo Express, Turbo Duo and I sold my Super Famicom a while ago. My favorite system is the Duo. I buy the Japanese games-Fatal Fury, World Heroes. I love the Turbo Express. I take it on a plane, and people are like, "Ooooh, can I touch it?" But it's expensive.

What do you think of a system like 3DO? Great specs, but I need games.

Why don't you think more girls are playing video

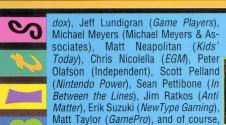
Maybe there aren't games that interest them. It isn't exactly the violence. I was at an arcade in San Jose with a friend, and I saw a girl playing as Mileena in Mortal Kombat II. She was good; she got to Kintaro. I've been beaten by a girl at Street Fighter II. She was playing Chun-Li.

What would you like to see in the pro mags?

More personality. That's what I appreciate about a black & white ish: Honesty and opinions. In a fanzine, you can tell the truth and piss people off; it doesn't matter.



X VIDEO UNIVERSE X



Zach Meston. Zach's prize was a Sony Color Watchman, which he later discovered was a refurbished model.



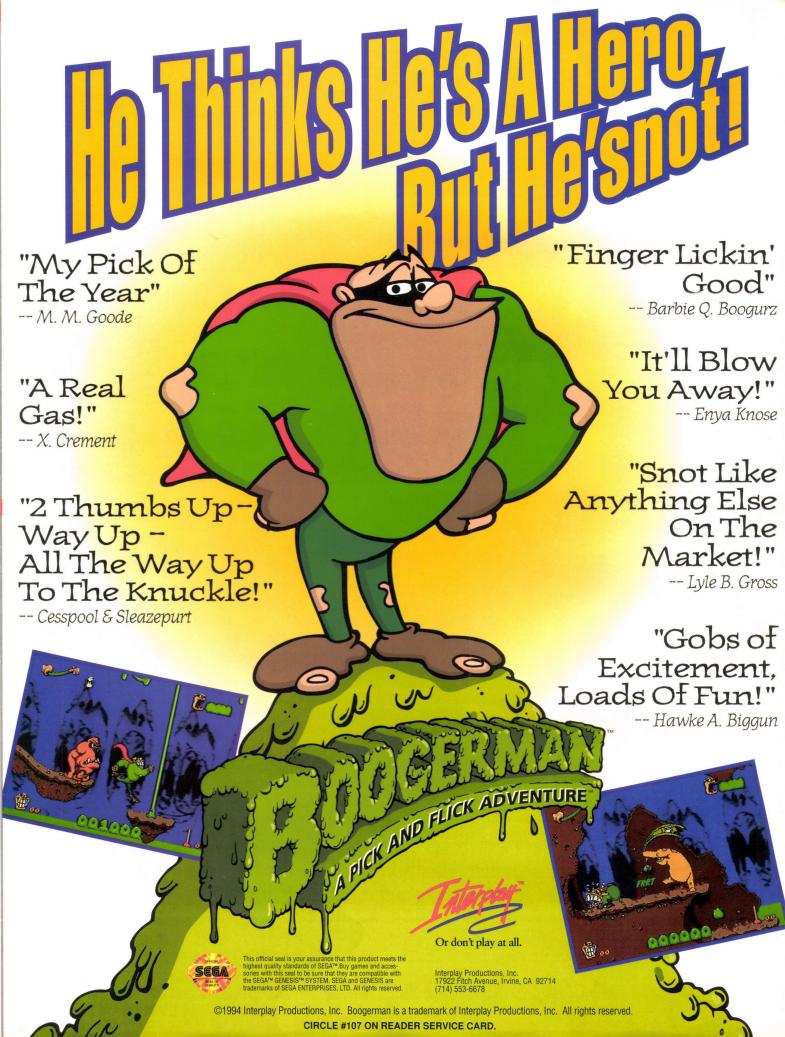


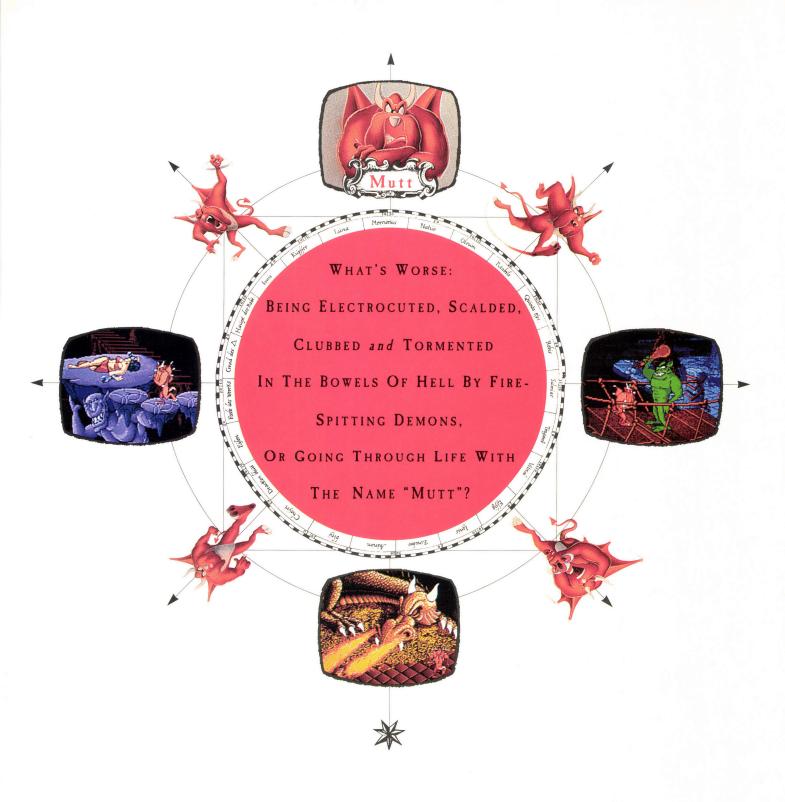
he Game Guardian Video Game Locking System disables access to the NES, Super NES, and Sega Genesis. The unit physically blocks access to the game cartridge slot. It's made of high impact polystyrene and fitted with a quality lock, so there's no way you can break through. Kids: Don't let your parents do this to you.











Meet Mutt. He's grouchy. He's grumpy. But hey, let's face it, a little time in the underworld can make anyone a little edgy. And now Mutt has a problem. You see, he was chosen to get the Mystical Pizza of Plenty for his friends. And with all due respect to the eternally damned, the service in the underworld really sucks. In "Litil Divil," you can help Mutt as he makes his way through five soul-repenting levels in the Labyrinth of Chaos. Along the way you'll encounter gigantic spiders, demonic fish, and a few other things your priest never warned you

PC CD-ROM



about. All in a search for a double pepperoni with cheese. A few hours with Mutt, and you'll really appreciate that 30-minute-free-delivery thing.

PC FLOPPY

#### GENESIS

- 1. Super Street Fighter II by Capcom
- Hardball '94 by Accolade
- FIFA International Soccer by EA Sports
- 4. World Series Baseball by Sega
- 5. NHL '94 by EA Sports
- 6. NBA JAM by Arena
- Mario Andretti Racing by EA Sports
- Madden NFL '94 by EA Sports
- 9. NBA Showdown by EA Sports
- 10. Ms. Pac-Man by Tengen



#### SEGA CD

- Star Wars: Rebel Assault by JVC
- Vay by Working Designs
- Heimdall by JVC
- FIFA International Soccer by EA Sports
- Star Wars Chess by The Software Toolworks
- Tomcat Alley by Sega
- Mortal Kombat by Arena
- Rise of the Dragon by Dynamix
- Dragon's Lair by ReadySoft
- 10. Lunar: The Silver Star by Working Designs



### EDICATED

- Revolution X by Midway
- Mortal Kombat II by Midway
- Virtua Fighter by Sega
- NBA JAM Tournament Edition by Midway Lethal Enforcers II: Gun Fighters by Konami
- Solitaire Challenge by Dynamo Lethal Enforcers by Konami
- Run & Gun by Konami NBA JAM by Midway
- 10. Alien3—The Gun by Sega



- Super Street Fighter II by Capcom
- FIFA International Soccer by EA Sports
- Stunt Race FX by Nintendo
- Saturday Night Slam Masters by Capcom
- Ken Griffey Jr. Presents: Major League
- Baseball by Nintendo
- Super Metroid by Nintendo
- Secret of Mana by Square Soft
- Mortal Kombat by Acclaim
- NBA JAM by Acclaim
- 10. Lufia and the Fortress of Doom by Taito



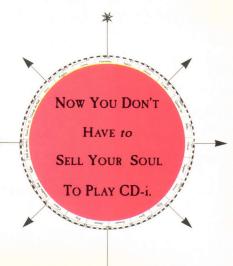
#### GAME GEAR

- Disney's Aladdin by Sega NBA JAM by Acclaim
- . Mortal Kombat by Acclaim
- World Cup USA '94 by U.S. Gold RoboCop vs. The Terminator by Virgin
- Sonic Chaos by Sega
- X-Men by Sega
- Ecco the Dolphin by Sega
- Micro Machines by Codemasters
- 10. Road Rash by U.S. Gold



- Alien vs. Predator by Capcom
- Super Sidekicks 2 by SNK
- Gal's Panic 2 by Kaneko
- Dungeons & Dragons: Tower of Doom by
- Raiden II by Fabtek
- Samurai Shodown by SNK
- Neck 'N Neck by Bundra
- Windjammers by Data East World Heroes 2 Jet by SNK
- Twin Eagle II by Seta







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out having to sacrifice a lot of dead presidents. Just buy the Magnavox 450 CD-i, starting at \$299.99,\* and you'll be able to torment your nervous system with hundreds of interactive games, audio CDs, photo CDs, and movies. Plus, each 450 CD-i comes packed with Compton's Encyclopedia and 2-player International Tennis Open (that's a \$200

value, free). So, pick up the Magnavox 450 CD-i. Because just sitting there coveting it can't be good for the soul.





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CIRCLE #109 ON READER SERVICE CARD.



#### BY NIKOS CONSTANT





put them on a piece of paper or a postcard and send them to us at *VideoGames*, Attn: *Tips & Tricks*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you one of these cool new controllers for your Super NES or Genesis, courtesy of STD Entertainment (USA), Inc.!





# Play as Akuma!



The rumors are true: You can play as the top-secret boss, Akuma, in the new *Super Street Fighter II Turbo* arcade game! Amaze your friends, frustrate your enemies and experience the thrill of controlling the brother of Sheng Long. Note that this trick does not work on the home versions of *Super Street Fighter II*—it's for the arcade *Super Street Fighter II Turbo* only. Here's how it's done: Make sure the machine is on Free-Select Speed Setting and choose any speed. Then, at the character-select screen:

- · Highlight Ryu for five seconds, then...
- T. Hawk for five seconds, then...
- Guile for five seconds, then...
- Cammy for five seconds, then...
- Highlight Ryu again for ten seconds, then hold down all three Punch buttons and the START button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as the elusive master of martial arts, Akuma—prepare to kick some tail!



Put the cursor on Ryu, T. Hawk, Guile, Cammy, Guile and Ryu for four seconds each, then hold JAB+ STRONG+FIERCE+ START.



Now you're playing with power!



Akuma may be the most powerful Street Fighter ever



His fireball attack registers as a three-hit combo!

# THINT HOTLINES!

Are you *still* having trouble with your favorite game? Well, *VIDEOGAMES* doesn't give out tips over the phone—but here is a list of people who do:

#### Nintendo of America Inc. (206) 885-PLAY

HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)

Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)

*COST:* Standard long-distance rates to Redmond, Washington, apply.

TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

#### Sega of America Inc. (415) 591-PLAY

HOURS: 6 a.m. to 6 p.m. (Pacific Standard Time)

#### seven days a week

*COST:* Standard long-distance rates to Redwood City, California, apply.

TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. With the exception of Seismic's Genesis games and certain early Renovation titles, questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for fips on licensed titles.

#### Atari Corp. (900) 737-ATARI

HOURS: 24 hours a day, seven days a week COST: 95¢ per minute

TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

### Turbo Technologies Inc. (310) 337-6916

HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)

COST: Standard long-distance rates to Los Angeles, California, apply.

TIPS: TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo.

#### Electronic Arts (900) 288-HINT

HOURS: 24 hours a day, seven days a week COST: 95¢ for the first minute, 75¢ each additional minute

TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

#### Philips CD-i (800) 762-0248

HOURS: Monday through Friday-5 a.m. to 6 p.m. (Pacific Standard Time)

COST: Toll free, but you must register using the serial number on the back of your CD-i machine. TIPS: Game hints, hardware questions and any other CD-i software info.

#### U.S. Gold (*Flashback* Gameline) (900) 288-GAME

HOURS: 24 hours a day, seven days a week COST: 85¢ per minute

TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's Flashback for the Genesis and Super NES.

#### Data East (900) 4545-HELP

HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance

COST: 95¢ for the first minute, 75¢ each additional minute

TIPS: Tips and strategies for Data East's Shadowrun for the Super NES are the primary resource, but help is available for many other Data East titles, including Side Pocket and High Seas Havoc.



OCTOBER 194

INDEO GAINES



# Mode!

Marathon fighting-game fans, this is the cheat you need! Single matches against friends can last only seconds, but with this feature you can play through the lives of four characters and have a longer-lasting game. At the Start/Option screen, hold the L and R buttons on top of the controller and press **START**. (You can do this on either controller.) You'll get a new set-up screen that says "Choose Your Fighters."

Both players can choose four characters to fight with; you can even pick the same fighter four times if you want to. If you're a true Mortal Kombat II fanatic, press the SELECT button to have the computer pick four characters at random!

Once the eight fighters have been chosen, press START to begin the match. When your fighter is killed, he or she will disappear in a puff of smoke—just like in the Endurance rounds of the original *Mortal Kombat*—and your next fighter will jump into the screen. The grueling. bloody battles that result from using this secret mode are long lasting and incredibly fun; this is the real proving ground of the *MKII* master!



Hold down the L and R buttons and





# Secret Introduction

Want to see something that'll blow your mind? Hold the L and R buttons on top of Controller 1 while turning on your Super NES machine with Mortal Kombat II plugged into the cartridge slot. Continue to hold the buttons down until the Acclaim logo appears; when it does, you'll see a special surprise! Sit back and be amazed.



Hold the L and R buttons when you switch the machine on and continue to hold them down.



Hear the taunts of Shao Khan!



Watch Kintaro thrash the Acclaim logo!

Codes for use with Galoob's Game Genie Video Game

# LAWNMOWER

(T•HQ for the Super NES)



longer

D1BB-4F64—Bitstream powers up instantly

#### PIRATES OF DARK WATER (Sunsoft for the Genesis)



ACET-B62T—Infinite vortex magic on

pick-up ACET-B68E+AC6A-K686—Infinite hearts on pick up AAYT-D636—Infinite keys on pick-up

# CHIP & DALE

#### RESCUE RANGERS 2 (Capcom for the NES)

IEOYZILA—Start with five hearts
OXUNGIVK—Infinite credits **GXKZKTVI**—Almost infinite lives

#### KLAX

(Mindscape for the Game Boy) **3E9-B4E-F71+639-B53E-F7E**—Last level (Select level 6 on level-select

menu)
015-FAB-E66—Can't drop a single tile
(Levels 1-5)
086-18B-F7E—Can drop 8 tiles (levels



Lunch. Toast.

you from the inside out. The

Dogmeat. You're on the menu. The Alien eats Predator's razor-like mouth parts go for the crust.

It's one thing to be low man on the food chain in a 16- or 32-bit game. But in Jaguar's 64-bit system, it takes extreme-

ly fine-tuned reflexes to stay alive. Give your reptilian hindbrain a workout. Be the



YOU'RE THE MARINE. YOU'RE THE ALIEN. YOU'RE THE PREDATOR. Be any one of them and fulfill your biological destiny; kill or be killed.



THE ALIEN LASHES OUT. His claw and tail strikes are beautiful and deadly. No such aesthetics apply to the face suckers. That's just plain sick.



YOU'RE JUST A CRYBABY WITH A SHOTGUN TO THE ALIEN. Texture-mapping heightens the claustrophobia of the airduct. Too bad. Tell your therapist.

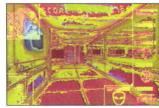




Predator or the Alien. Ancient animal senses exploit the high-resolution bit-mapping - the better to see you. Huge sound-sampling - the better to hear you. And unparalleled animation - the better to come out of nowhere and eat you. In a 64-bit environment, pure sensation can overwhelm. Keep a little blood in your adrenaline system, and maybe you'll survive. At least until dinner.



THE PREDATOR'S DISKS FROM HELL may outmatch your more conventional weaponry. Might be a good idea to keep your first-aid kit handy.



THE PREDATOR CAN SEE WHAT YOU CAN'T. Stay out of his view. Too many x-rays can be bad for you.



MARINE?
HAPLESS VICTIM
IS MORE LIKE IT.
Your extraordinary
bit-mapped image
makes the shape
of your skull look
so very right to
the Predator.



INTERACTIVE MULTIMEDIA SYSTEM

# TILLES TILLIERS



# Giant and Midget Referees!

The referee makes the big calls in John Madden Football, so you need to see

the guy, right? With a few quick strokes of the controller, you can make him the biggest guy on the field. While playing, pause the game and press **Right**, **Down**, **Left**, **Up**, **Right**, **Down**. You'll hear the referee's whistle blow, signalling his newfound physique. When you continue the game, you'll find that the ref has become a giant!

To make the referee as small as his IQ, pause the game and press **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**. When you hear the whistle, you'll have a midget ref.



Pause the game and enter the codes to resize the ref.



Right, Down, Left, Up, Right, Down makes him huge...



...or Left, Down, Right, Up, Left, Down, Right makes him Billy Bartysized

# Unlimited Special Weapons!

Here's a great cheat that won't spoil the game for you, but it will make things quite a bit easier. First, press **OPTION** at the title screen. When the option menu comes up, press and hold buttons **1**, **3**, **5**, **7**, **8** and **9**—you should hear a weird laser-like tone. Once



you've done this, start the game and find some weapon power-ups. With this cheat in place, your special weapons will never get used up!



Hold 1+3+5+7+8+9 and you'll hear a



You'll still need to find the special weapons, but once you have them you'll never run out!

## Super Cheats!

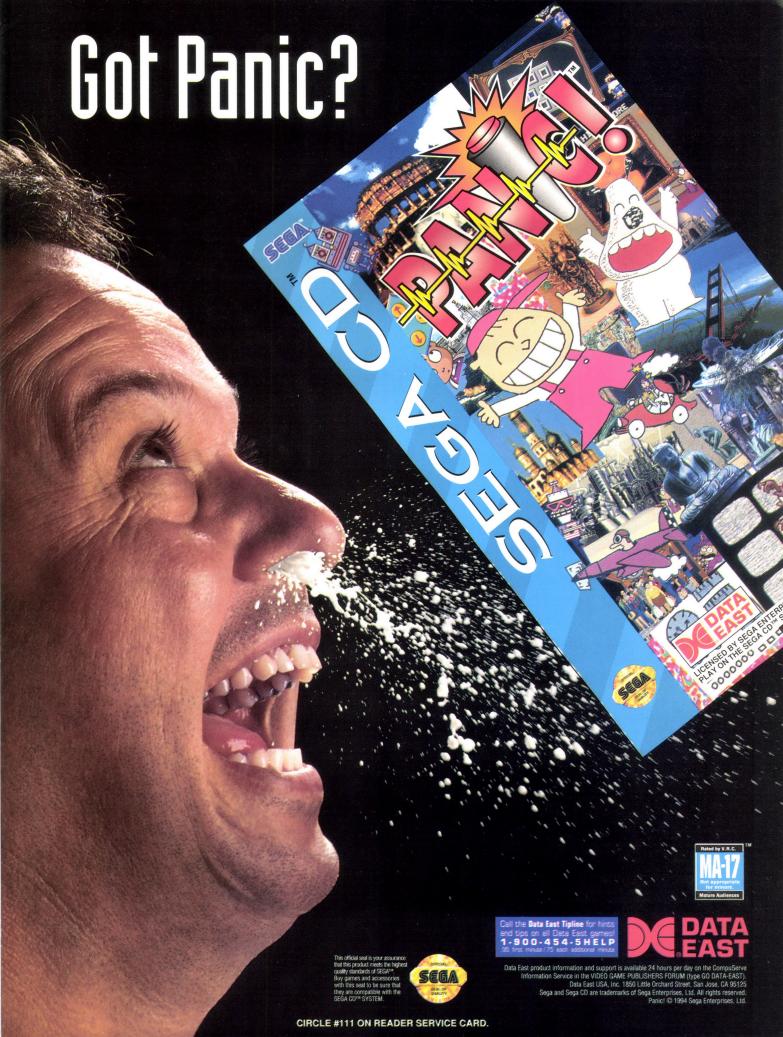
Like the SNES version, the Sega CD version of *FIFA International Soccer* gives you secret cheat codes on the screen when you win a tournament with certain teams. Each of these codes work at the Game Options menu at the start of the game (not the Game Setup screen or the option menu that comes up when you pause the game). When you complete each code, the cheat will appear as menu items on the Game Options screen.





Enter the codes as shown to get these new options!

- Invisible Walls: Press C three times, B, A three times, B. Now the ball bounces back onto the field if kicked over a line.
- Curve Ball: Press B, A, C, B, C twice. Any ball you kick into the air can be curved to an insane degree with the control pad.
- Crazy Ball: Press C, A, B, C twice, B, A, C. The ball's physics are changed so that it bounces in some extremely bizarre ways.
- Dream Team: Press A twice, B twice, C twice, A twice. Your team is transformed into an unbeatable menace by turning up all of the player's attributes.
- Super Power: Press B, A, B eight times. Your players gain 25% more kicking power on kicks, passes and shots.
- Super Goalie: Press A five times, B five times. Your goalie now becomes godlike in speed and ability.
- Super Offense: press A five times, B, C. Your team's offensive skills are improved measurably.
- Super Defense: Press B five times, C, B. Your team's defensive skills are magically increased.



# TILLES TILITIES



# Music Test

To sample the music tracks from this shoot-'emup fiesta, simply press the # key on the control pad while the sphere is rotating before the title screen. Now you can listen to all of the *Wolf 3-D* tunes at your leisure. Make a cassette copy for your car and drive with your AK out of the window!

# Stage Select!



Just press the # key.



Bingo—a music menu!

If you're getting thrashed by Der Führer's guards and can't get past the first level, you're just about to score big with this new cheat. To access a level select, put the star next to "New Game" at the main menu screen and hold the **1**, **3**, **7** and **9** buttons on the control pad. The level select menu should appear. Now you can choose any of the game's 30 levels, including the two bonus stages in Missions Three and Six.



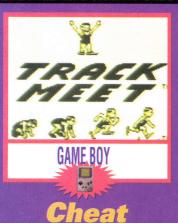
Hold 1+3+7+9 at this screen.



Pick your starting stage.



Check out the hidden bonus levels!



Passwords!

Remember this finger-blistering cartridge, Interplay's firstever Game Boy title? It's time to dig it out of your sock drawer, 'cause we've got some new cheat passwords for you. Choose "NEW GAME" at the main menu and enter your name as follows:

- Enter the name SNAKE to compete against Irwin B.
   Cheetin, the "most creative player in history."
- Enter REGRUB and you'll face off against Jack Strop, the "most endorsed man in the world."
- Try the name **APPLEII**—you'll find that some of the signs in the background have been changed to Apple II logos. (Interplay's "Burger" Bill Heineman developed *Track Meet* on an Apple II computer.)







For use with Datel's Pro Action Replay Game Busting Cartridges

#### STREETS OF RAGE 3

(Sega for the Genesis)



FFDF6-C0032—Unlimited energy for

FFDF8-B0005—Infinite lives for

FFE06-C0032—Unlimited energy for

Player 2
FFE08-B0005—Infinite lives for

Player 2

## ART OF FIGHTING

(Takara for the Super NES)

7F93-07FF—Unlimited energy for

7F93-0BFF—Unlimited super attack

7F94-4100—Unlimited energy for

Player 2
7F94-45FF—Unlimited super attack for Player 2

#### WIZ 'N' LIZ

(Psygnosis for the Genesis)

F070-70003—Infinite lives fo Player 1

FF08A-F0003—Infinite lives for Player 2

## PIRATES OF DARK WATER

(Sunsoft for the Super NES)

7E12-EA50—Unlimited time 7E12-E206—Infinite lives for Player 1 7E07-2158—Unlimited energy for

7E07-6158—Unlimited energy for Player 2

**7E12-E406**—Infinite lives for Player 2

#### CASTLEVANIA BLOODLINES

(Konami for the Genesis)

FFFB2-F0006—Infinite lives
FFFB0-E0063—Unlimited special
weapons





# Whiles

## **Boss Battle Menu and More!**

To fight against any of the screen-filling monster bosses in Wiz 'n' Liz, enter the password **TCDT GBBS**. You'll access the secret "Big Baddie" menu! Other interesting passwords

> **BBBB BBBB CBSK LGOD MQHS PKDN**

Finally, the password MGTP GLLS will take you to the last round of the final level; don't forget to choose a difficulty setting before entering this code.



Enter the password TCDT GBBS





Pick a boss and fire your magical beam.



#### Open Shop Star Bonus

To start the game with the shop open and 100 stars to spend, simply hold the START button and press C while entering the last letter of any valid password.



Hold **START** and press **C** to enter the last letter of your password.



You'll start the game with 100 stars and an open shop!

# Discounts

When entering the shop to buy fruits or vegetables, hold START and press C while the word "BUY" is highlighted. You'll find that the cost of all items has been cut in half.



Hold START and press C.



Now the food items are cheaper

When you've completed the first round of any land with more than one round in it, wait for the words "PUSH START BUTTON!" and "YEAH!" to flash on the screen. Hold the A and C buttons and press START to begin the second round, and all of the "BONUS" letters will light up, allowing you to enter the bonus round after you've completed that land. Note: This trick doesn't work on every level.





Then hold A and C and press START







### Time Ball Release

Ordinarily, the 30-second bonus "time ball" does not appear until there's just ten seconds left in a round. You can make it happen sooner by holding Up and pressing A during the game. Obviously, you can only use this once per round. Don't use it too often, either, because it gets harder to find each time!







OCTOBER '94





THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.



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SCORE

RINGS

TIME 0:58

10100

31

Sonic &
Knuckles
SYSTEM
Genesis
PLAYERS
1 (or 2...
hint, hint!)
SIZE
18 Meg
PUBLISHER
Sega
DEVELOPER
Sega



That's right: Sonic is back in yet another chapter of the Sonic saga. This time you can play as Knuckles, the guy that bugged you all through *Sonic 3*. Hey, he's got a right to his emeralds, doesn't he?

The basic game looks to be a typically solid and entertaining

SCORE

TIME 4:17

**HINGS 148** 

11350

Sonic adventure, with seven all-new zones and plenty of hidden stuff. Play as Knuckles, though, and it's a whole new ball game. While the Knuckles adventure is shorter than Sonic's, the play is entirely different for two reasons. First, Knuckles has different skills than Sonic. He can glide through the air, scale walls and punch through certain walls that Sonic's spin-dash can't even crack. These abilities allow him to get to certain areas of each stage which Sonic just can't reach. Secondly, the enemies respond differently to Knuckles; the boss characters are noticeably

tougher to defeat.

The globetrotting special stage of *Sonic 3* is back, and there are two all-new bonus stages,

which can be reached by touching the star post checkpoints with different numbers of rings. One is a rotating slot machine stage that plays like the dizzying bonus round of the original Sonic game, and the other has Sonic whizzing around glowing globes as he tries to climb out of a deep well.

Finally, Sonic & Knuckles is said to be

"backwards compatible" with other Genesis cartridges. Sega's not telling us exactly what that means; the only thing we know is that if you own

a copy of *Sonic 3*, you'll be able to plug both cartridges into your Genesis at the same time and do some interesting things, including playing as Knuckles in *Sonic 3* or playing as Sonic's pal Tails in *Sonic & Knuckles*. (Tails is nowhere to be seen in the standard, unmodified *Sonic & Knuckles* game.) *Sonic 2* cartridges are also compatible with *Sonic & Knuckles*, and it's rumored that the game can also be used with other, non-Sonic game cartridges. Sounds cool....





Knuckles can swing through the air.

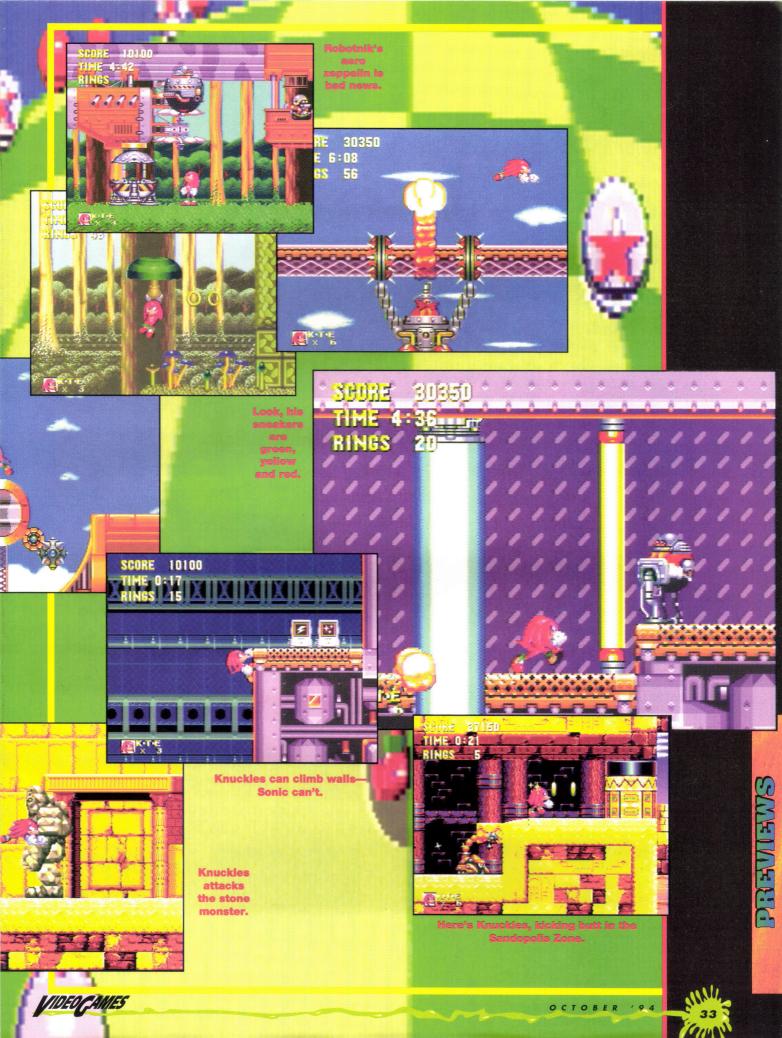
That wormy thing at the bottom of the screen is what you've got to watch out for.













Tempest 2000™ Atari



THEME PARK™ Ocean



BATTLEWHEELS™ Beyond Games



BIOS FEAR™ ASG Technologies



Brutal Sports Football™ Telegames



HARD BALL III™ Accolade



TROY AIKMAN FOOTBALL" Williams Entertainment



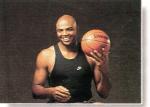
Ultimate Brain Games™ Telegames



CLUB DRIVE Atari



SHUT UP AND JAM!™



BARKLEY BASKETBALL: Accolade





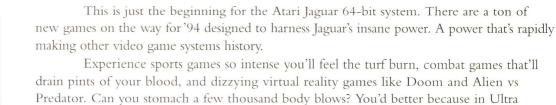
SYNDICATE™ Ocean



Wolfenstein 3D™ Id Software



RISE OF THE ROBOTS" Time Warner Interactive



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ROBINSON'S REQUIEM™ Silmarils



PINBALL FANTASIES™ 21st Century



Ultra Vortex™ Beyond Games



FLASHBACK™
US Gold



HOSENOSE AND BOOGER™

ASG Technologies



AIR CAR WARS™ Midnight Software



Arena Football V-Real



DOOM™ Id Software



Bret Hull Hockey™

Accolade

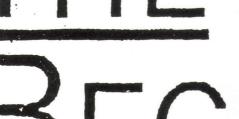


Battlezone 2000™ Atari



Dragon's Lair™ Readysoft







Double Dragon V: The Shadow Falls™ Williams Entertainment



Assault™ Midnight Software





Dungeon Depths™ *Midnight Software* 

Vortex, Kasumi Ninja and Double Dragon V, we've taken brawling to the 64th level.

What makes Jaguar games so awesome? The raw power of 64-bit technology that adds CD-quality stereo sound, 16 million colors, and incredible 3D animation. No wonder it was voted the best hardware system in Europe and America. And it's the only system made in America.

This is just a preview of what's to come. The Atari Jaguar. 64 bits. Do the Math.



Kasumi Ninja $^{\text{m}}$ Atari

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CHECKERED FLAG™

Atari



ALIEN VS. PREDATOR™

Atari



INTERACTIVE MULTIMEDIA SYSTEM

Duelin' Firemen SYSTEM 3DO PLAYERS 1 or 2 SIZE CD AVAILABLE 1995 PUBLISHER RUNANDGUN!, Inc. DEVELOPER RUNANDGUN!,



It's warped, it's wild, it's maybe a little bit perverted and it's coming for your 3DO next year. It's probably the strangest game ever to be conceived by a human mind, and it's called *Duelin' Firemen!* 

Duelin' Firemen! is the brainchild of

Chicago-based filmmaker Grady Sain and his partner in crime, Tony Grossman. Together—along with a host of like-minded Windy City lunatics—they formed RUNANDGUN!, Inc., perhaps the most punk-rock software development company in existence. The company's first game is a truly strange interactive movie/hoedown for the 3DO featuring Rudy Ray Moore (best known as the star of the '70s *Dolemite* film series), '60s guru Timothy Leary, Mark Mothersbaugh (composer and founder of the band Devo), Steve Albini (late of the seminal punk band Big Black), John Los, the lovely Nancye Ferguson, Rev. Ivan Stang of the Church of the Subgenius and David Yow, frontman of Chicago noise terrorists Jesus Lizard. A cast conceived in

the pits of hell!

What kind of game is *Duelin' Firemen!*? We asked Grady to explain: "It takes place in the great Chicago fire of 1995, which has been touched off by the Space Shuttle and U.S. Air Force One colliding into the Sears Tower because of a series of mysterious events that come into play later in the game. The entire city is ignited over a twenty-minute period, and it continues to burn throughout the night. At this point you choose your character; you can be either John Los (who plays Chief Cap'm) or Rudy Ray Moore, who is Chief Cripsy. It can be a two-player game.

"Depending on which one you choose, you and your firemen cruise around the city from safehouse to safehouse—places in the city that aren't burning for whatever reason. The safehouses are surrounded

by burning buildings, and people are trapped inside; they can't get out, they can't go anywhere. You can't save people because the entire fire brigade—all of the city's fire and police forces—have evacuated; they left, it's just too huge. So your job as a duelin' fireman is to go from safehouse to safehouse and entertain the people that are trapped in there."

Don't you have to put out fires, too? "No," Grady explains, "the entire city is on fire and there's nothing that can be done. The people in the safehouses could die or they could not; you're not really concerned with that. You're a duelin' fireman,

you're a lunatic, everyone's insane. The people who are gathered in these places aren't huddled around, crying and scared; they're partying. It's Armageddon and everyone is getting blasted and freaking out."

The rest of the action/mystery plot involves choreographing your smoke jumpers in psycho-billy bluegrass numbers to entertain the masses, leading up to a fiery climax at the Chicago Board of Trade, where representatives of Japan's biggest record label are prepared to sign the band that scores the most points with

the crowd. Grady expects the final game to consist of "about sixty percent interactive video and about forty percent standard video game sequences," but this sketchy information is probably the closest

description we can offer of what's sure to be one of the strangest, most surreal gaming experiences in the history of the universe.















PLAYING WORLDWIDE OCTOBER 18, 1994 on SEGA<sup>TM</sup> GENESIS Sega, Genesis, Sonic The Hedgehop and Knuckles are trademarks of SEGA. The Videogame Rating Council, its Rating System, symbols and indicia are trademarks of Sega of America, Inc. © 1994 SEGA. All rights reserved.



# IN THE WORKS

## OCTOBER 1994

#### Mega Man: The Wily Wars

(Capcom for the Genesis) A compilation title which includes *Mega Man, Mega Man 2* and Mega Man 3 on the same cartridge

#### Demon's Crest

(Capcom for the Super NES) A one-player platform game, originally titled Super Gargoyle's

#### Cantain Commando

Copperative fighting game coin-op conversion starring Mack the Knife, Captain Commando, Baby Man and Ginsu

## **The Great Circus Mystery Starring Mickey and Minnie** (Capcom for the Super NES) See review in this issue of *VideoGames*.

**Lethal Enforcers II: Gunfighters**(Konami for the Sega CD, Genesis and Super NES)
Direct conversion of the arcade shooting-gallery sequel. Five west-

#### Batman: The Animated Series

(Konami for the Super NES)
The hit TV series in 16 megabits with eight stages of Batman against
The Joker, The Penguin and Cat Woman.

Final Fantasy 3 (Square Soft for the Super NES) The next chapter in Square's popular RPG series.

**Dragon View** (Kemco for the Super NES) An RPG action/adventure game.

Stone Protectors (Kemco for the Super NES) A scrolling fighting game based on the TV cartoon/toy line.

Top Gear 3000 (Kemco for the Super NES) A futuristic racing game for one, two or four players.

### Rainhow Islands

(Taito for the Genesis) A colorful *Bubble Bobble* sequel

(Tailto for the Game Gear) Burp up bubbles and kill the enemies. A conversion of the popular arcade/NES hit.

you!

Batman; The Animated Series

#### Operation Thunderbolt

(Taito for the Super NES)
A first-person shooting gallery sequel to *Operation Wolf.* 

#### (Takara for the Super NES)

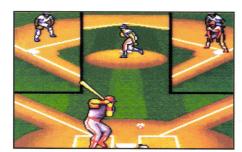
24 megabits of fighting game based on the Neo•Geo title.

#### Troy Aikman NFL Football

(Tradewest for the Genesis and Super NES) Use plays from Aikman's real-life playbook.

**AI Unser Jr. Racing** (Software Toolworks for the Genesis and Super NES) The title says it all; that is, that's all we know.

(U.S. Gold for the Sega CD)
Delphine's neo-classic "CD-ROM in a cartridge" really is a CD now, with new intermissions.



Super R.B.I. Baseball 4

(U.S. Gold for the Genesis, Game Gear and Super NES)

A platform game starring the cartoon soccer team from the TV show.

Shien's Revenge (Vic Tokai for the Super NES) A first-person ninja game that looks like a cross between Shinobi and The Super Spy.

## Snow White—Happily Ever After (American Softworks for the Genesis and

Super NES)

Even Snow White has her own platform game now.

#### Cannondale Cup

(American Softworks for the Genesis and Super NES)
A mountain bike racing game. Choose your own bike and get ready

**Popeye** (American Technos for the Genesis and Super NES) A new platform game starring Popeye and Brutus; they're looking for Olive Oyl.

(American Technos for the Super NES) Original cartoon characters have it out with each other.

#### Math Blaster: Episode 1

(Davidson, Inc. for the Genesis and Super NES) An action game that hones your math skills.

#### Sid & Al's Incredible Toons

(Dynamix for the Sega CD)
Part of a series of games that started with The Incredible Machine 150 izzles, pullies, levers, ropes and

#### FIFA International Soccer '95

(Electronic Arts for the Genesis) An updated version of the world's greatest soccer video game

(Electronic Arts for the Genesis) Five-on-five with a new diagonal perspective. Alley-oops, collisions passing on the run, intentional fouls and updated teams.

Shaq Fu
(Electronic Arts for the Super NES)
A fighting game that stars Shaquille O'Neal doing a bunch of martial arts moves.

Batman!I will smash

Edge 16 (AT&T for the Genesis)

It's a modem for your Genesis that lets you play two-player games through the phone lines.

bougerman (Interplay for the Genesis) Yes, he loves to pick his nose. Travel through level after snot-filled level. Watch out for those booger balls.

Rock 'N' Roll Racing (Interplay for the Genesis) Now Genesis owners can race to their favorite rock 'n' roll tunes.

(Natsume for the Super NES) This one's a sci-fi Western-type shoot-'em-up.

(American Laser Games for the Sega CD)
ALG's latest full-motion video shooter takes place in outer space.

Flying Nightmares (Domark for the Sega CD) A flight simulator with polygon-based graphics in different perspec-tives.

#### asciiPad SG6 Plus

(ascii for the Super NES)
A new controller from the people who really know how to make con-

Super R.B.I. Baseball 4 (Time Warner for the Super NES) The R.B.I. series finally gets a Nintendo license, thanks to Tengen's

(Time Warner for the Game Gear)

Now you can get Road Rash II on the road for portable motorcycle



The Lawnmower Man (Time Warner for the Genesis) Can the Sales Curve make the Genesis

Lawnmower Man as good as the criminally underrated SNES cart?

#### Kawasaki SuperBike Challenge

(Time Warner for the Genesis) 16 megabits of motorcycle racing action for the Genesis.

#### Rise of the Robots

(Absolute for the Super NES) A robotic fighting game with 3-D ren-dered graphics.

#### Super Black Bass 2 with Hank Parker

(Hot-B for the Super NES) A famous fisherman endorses the newest fishin' game from Hot-B.

#### Zero the Kamikaze Squirrel

(Sunsoft for the Super NES) Fresh from the Aero the Acro-Bat series, Zero's got his own video

Acme Animation Factory (Sunsoft for the Super NES)

Create your own backgrounds, music, etc. It's interactive.

#### Porky Pig's Haunted Holiday

(Sunsoft for the Super NES)
Porky Pig is taking a vacation, but he's got to get through a haunted

## **NOVEMBER 1994**

Mandingo Entertainment for the Super NES)
A basketball game starring Queen Latifah, Ice Cube, Salt-N-Pepa and even Snoop Doggy Dogg.

#### Rapid Deployment Force (formerly Super Battletank)

(Absolute for the Sega CD Action/strategy tank combat simulation for the Sega CD.

Rise of the Robots (Absolute for the 3DO) The alien robot fighting game comes to the 3DO in Absolute's first

Home Improvement (Absolute for the Genesis) You're Tim Taylor and you've got to find your missing power tools.

Star Trek: Generations (The Movie) (Absolute for the Game Gear and Game Boy) Based on the movie, which is based on the Next Generation TV

#### **Animaniacs**

(Konami for the Genesis and Super NES) Yakko, Wakko and Dot make their way through five movie studios and lots of obstacles.

#### Biker Mice From Mars

Konami for the Super NES)
A motorcycle racing game starring Vinnie, Modo and Throttle from the TV cartoon/toy line.

#### The Ignition Factor (Jaleco for the Super NES) A firefighting game codesigned by our pal Joe Sislow.

Super Star Wars: Return of the Jedi (LucasArts/JVC for the Super NES)
The Force will be with you if you complete the video-game trilogy.

## Indiana Jones' Greatest Adventures

(JVC Musical Industries for the Super NES)
The Star Wars trilogy got three cartridges, but the Indiana Jones trilogy has been squeezed onto a single cart.

(JVC for the Super NES)

Early reports say it's similar to Zombies Ate My Neighbors but for younger gamers.

Rise of the Robots (JVC for the Genesis)
The alien-robot-fighting-game-with-graphics-to-die-for is coming

**Samurai Shodown** (JVC for the Sega CD) One of the first Neo•Geo licenses to be released in CD format.

#### Fatal Fury Special

(JVC for the Sega CD) Another Neo•Geo license becomes a CD title courtesy of JVC.





Each month, VIDEOGAMES Magazine will bring you this calendar of upcoming software releases for all game systems. You'll get the freshest, most up-to-date information as we recieve it from the people who make the games. This month's list is current as of September, 1994. Publishers: Contact Betty Hallock with any additions, deletions or corrections.



(Taito for the Genesis)
It's *Dragon's Lair* over and over and over again.

Samurai Shodown (Takara for the Genesis, Game Gear and Super NES) More fighting and swordplay from the Neo•Geo arcade game.

Fatal Fury Special

(Takara for the Genesis and Game Gear) Another Neo•Geo fighting game brought to your home.

(Vic Tokai for the Genesis) The familiar SNES racing game for one or two players now has a Genesis sequel.

(U.S. Gold for the 3DO)
The high-tech hardware could make this the best version of

Ranma 1/2 Part II: Anything Goes Martial Arts (Toho for the Super NES) The cult-favorite Anime fighting game sequel comes to America.

Super Soccer Championship II (Taito for the Super NES) Get fired up for the new American soccer league with this footy cart.

Pittall: The Mayan Adventure (Activision for the Genesis and Super NES) Pittall Harry runs it on the 16-bit systems.

Radical Rex

(Activision for the Genesis)
This ain't Jurassic Park, Rex rides a skateboard and does flips.

(American Softworks for the Genesis and Super NES)
A boxing game starring Julio Cesar Chavez; the sequel to a rarelyseen rental-only cartridge

TNN Bass Tournament

(American Softworks for the Super NES)
Go bass fishing and compete in the TNN Bass Tournament

(Enix for the Super NES)
An RPG featuring a boy who has to fight evil by using his inventing skills to create what he needs.

King Arthur and the Knights of Justice

(Enix for the Super NES)
Merlin goes into the future and gets a football team to help free King Arthur. Based on the Saturday morning cartoon.

FIFA International Soccer '95

(Electronic Arts for the 3DO) Even if you're not from Brazil, you're gonna like this game's new perspective and gameplay.

Madden NFL '95

Electronic Arts for the Genesis and Super NES) wider field view, new player art, 2-point conversions and longer kick-offs

(Electronic Arts for the Genesis) This Genesis version of Shaq's fighting game is due a month after the SNES cartridge.

Michael Jordan in Chaos in the Windy City (Electronic Arts for the Super NES) Michael Jordan has to save Chicago in this all-new platform game.

(Interplay for the Super NES)
Bad Mr. Frosty and The Blob are back for this *Clay Fighter* sequel, plus six new characters.

Star Trek: Star Fleet Academy

(Interplay for the Super NES)
Five missions and 30 levels. Can you handle it?

(American Laser Games for the Sega CD)
Chase down drug dealers in this full-motion video shoot-'em-up.

Power Instinct

(Atlus for the Super NES and Genesis)
The arcade fighting game with the old lady who turns into a beautiful, young one

Street Racer

(Ubi Soft for the Super NES) Like Super Mario Kart, but with Street Fighter-style characters.

(Namco for the Super NES and

You don't actually move Pac-Man in this side-scrolling "interactive cartoon"—you shoot things to affect his moves.

Formula 1 '94 (Domark for the Genesis, Game Gear and Sega CD) An updated version of Domark's screamingly fast Formula 1 game.

Payne Stewart Golf Pro (Time Warner for the Genesis) That sharp dresser Payne Stewart does it again in this 3-D golf game.

Commando Raid
(Time Warner for the Genesis)
Like a cross between Jungle Strike, Alien Syndrome and Xevious,
with rotation and FMV effects never before seen on the Genesis.

200

Troy Aikman NFL Football

Use plays from Aikman's real-life playbook.

Generations Lost

(Time Warner for the Genesis)
A new action/adventure game from the Genesis X-Men design team.

(Software Toolworks for the Genesis and Super NES) The only football gamed licensed by the NCAA. More teams and more plays.

(Software Toolworks for the 3DO)

First person action/adventure game set in medieval times.

Speedy Gonzales: Los Gatos Banditos (Sunsoft for the Super NES) Cartoon speed demon whoops it up with his bandit buddies.

Aero the Acro-Bat II

(Sunsoft for the Super NES) High-flying Aero is back for another circus adventure.

Zero the Kamikaze Squirrel

(Sunsoft for the Genesis) Aero the Acro-Bat's enemy has his own video game now.

## **DECEMBER 1994**

TNN Bass Tournament (American Softworks for the Genesis)

Cast your bait and reel in those lunkers.

Lufia and the Fortress of Doom

(Taito for the Genesis)
The popular Super NES RPG comes to the Genesis.

Sonic Blastman II

(Taito for the Super NES) More Sonic Blastman for SNESowners. More enemies, more

Samurai Shodown

(Takara for the Game Boy)
If *Mortal Kombat II* can work on the Game Boy, why not this Neo•Geo hit?

The Blues Brothers

(Titus for the Game Boy) Titus describes this platform jumper as a "jukebox adventure."

Prehistorik Man

(Titus for the Game Boy)
A Joe & Mac-style a platform game, complete with prehistoric backgrounds.

(Sunsoft for the Super NES) It's a basketball game starring your favorite Looney Tunes charac-

Looney Tunes (basketball game not yet titled)

Scooby Doo

Sunsoft for the Super NES)

This Scooby Doo adventure game plays like the PC game Day of the Tentacle.

The Death & Return of

Superman
(Sunsoft for the Genesis)
The Man of Steel brings his never-ending battle for truth, justice and the American way

Tiny Toon Adventures: Wild

N' Wacky Sports
(Konami for the Super NES)
The Tiny Toons characters
play street basketball, soccer and other outdoor sports.

Tiny Toon Adventures: Wacky Sports (Konami for the Game Boy)

Completely different from the aforementioned Wild N' Wacky Sports, but it does feature Tiny Toons charac-

Snatcher (Konami for the Sega CD) An RPG/adventure game set in cyber-punk, war-torn Neo-Kobe,

Soccer (tentative title) (Konami for the Super NES)
Described by Konami as an "ultra realistic" soccer simulation with multi-player options.

Thunder in Paradise

(Software Toolworks for the Genesis and Super NES) Based on the TV show starring Terry "Hulk" Hogan.

Packy and Marion

(Raya Systems for the Super NES) This edutainment title teaches players all about diabetes.

Bloodshot

(Domark for the Genesis and Sega CD)

This *Doom*-style action game features lots of lethal firepower, including the MTX225 Plasma Mortar Assault Cannon.

Rise of the Robots

(JVC for the Sega CD)
This robotic fighting game is coming out on a bunch of different sys-

**Skeleton Krew** (Core Design for the Genesis)
An isometric-view action game featuring robotic 'mechs for one or

Penn & Teller's Smoke & Mirrors (Absolute for the Genesis and Sega CD) It's the Penn & Teller magic game; they'll teach you how to do some

## **SPRING 1995**

Return to Zork

(Activision for the Sega CD)

Lester the Unlikely 2

(DTMC for the Super NES)

Firestriker (DTMC for the Super NES) Marko and His Magic Soccer Ball

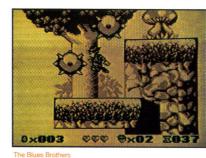
(Domark for the Super NES) C2—Judgment Clay

(Interplay for the Genesis 32X) Fatal Fury Special (Takara for the Super NES)

Spectre VR (Velocity for the Genesis 32X)

Stone Protectors

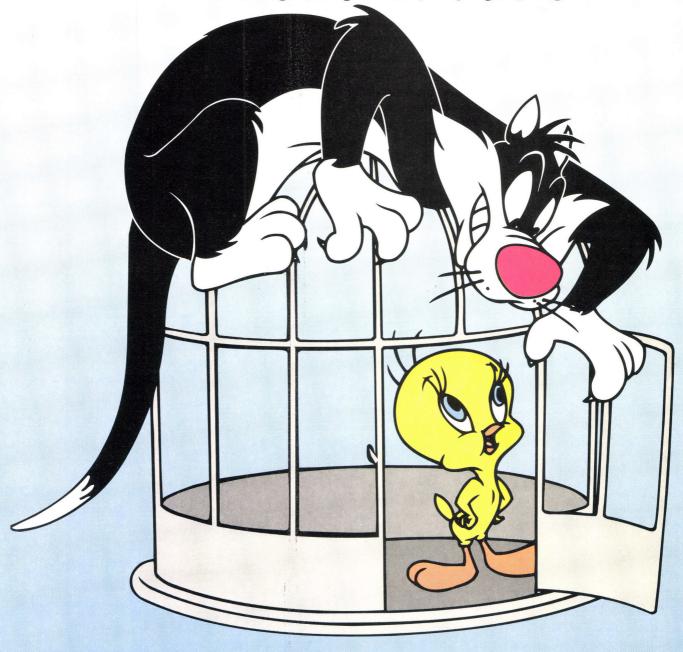
(Vic Tokai for the Genesis)







# Sylvester and Tweety on Cacey Capers



"BAAD OL" PUTTY TATI"

Sylvester is at it again! His favorite meal (Tweety) is so close he can taste it – but there's a slight catch. He has to get past Granny, Spike, Hippety Hopper the Kangaroo and more to get his paws on Tweety. It's amazing what this cat will do for a bite to eat.



- Use helpful Acme items like pogo sticks, binoculars, and superhero suits to avoid trouble.
- Full animation and cartoon like graphics and voices bring this hysterical "Toon" adventure to life!
- Multiple levels of difficulty adjust play for all ages and abilities!
- Use Sylvester's patented evasion maneuvers to hide from Tweety's protectors!
- Grab items found in the background to make difficult, but climbable stacks!



675 Sycamore Drive Milpitas, CA 95035-0782











# THE UNHOLY, UNCENSORED VIDEOGAMES GUIDE TO

know the deal: Acclaim's conversions of *Mortal Kombat II* are here for the Super NES, Genesis, Game Boy and Game Gear, and *VIDEOGAMES* is here to give you the lowdown on the secrets of all four of 'em. The following are a few important things to keep in mind as you make use of these sacred scriptures:

• Certain of the finishing moves will not work unless you are standing a specific distance away from your dazed opponent when you press the necessary buttons. If you can't perform a particular finishing move—and you've satisfied all of the other requirements—then you may need to either move closer to your opponent or farther away. Look at our photos to get a rough idea of where you should be standing in order to get the desired move to appear; when all else fails, experiment with different distances.

 While some purists avoid pressing the BLOCK button unless it's absolutely necessary, beginners should try holding the BLOCK button down when executing tricky moves like Scorpion's "Toasty!" Fatality or several of Jax's finishing moves. Holding BLOCK will prevent your character from jumping or moving

horizontally while you manipulate the directional pad, which makes certain moves easier to perform. Just be sure to release the **BLOCK** button when you press the final punch or kick button in the sequence.

• To perform a Babality or Friendship move in the SNES and Genesis versions, you must not press **HIGH PUNCH** or **LOW PUNCH** during the round in which you expect to do the move. If you press a punch button during the winning round, your Babality or Friendship move will not work. If you're playing the Game Boy version, you must not use the **PUNCH** button during the round in which you want to do the Babality.

• The "Pit II/Kombat Tomb" fatalities will only work on those two stages. In the SNES and Genesis versions, do the move on "The Pit II" stage and you'll uppercut him or her right off the bridge; do the same move on the "Kombat Tomb" stage and you'll uppercut him or her into

the spikes that point down from the ceiling. To make a character slide off the spikes and drop to the floor in the Kombat Tomb on the SNES and Genesis, press and hold **Down** on both controllers immediately after the fatal uppercut. The Kombat Tomb moves shown for the Game Gear and Game Boy do nothing on the Pit II stage in those versions.



Genesis

 To disable all throws during a two-player match on the SNES, hold both directional pads **Down** and hold the **HIGH PUNCH** button on both controllers during the matchup screen just prior to the fight.

To have the computer choose a character for you at random on all systems, hold the directional pad **Up** and press **START** while you're on the top row of the character-select menu. On the left controller the cursor has to be on Liu Kang and the right controller's cursor must be on Reptile for this to work.

• To knock an opponent into the acid waters of the "Dead Pool" stage, stand right next to him or her when the words "Finish Him/Her" appear on the screen, hold the directional pad **Down**, hold **LOW PUNCH+LOW KICK** and press **HIGH PUNCH** to uppercut your opponent off the bridge. This move is the same for all twelve characters and can only be done on the SNES and Genesis versions of the game (Both the Game Gear and Game Boy are missing this stage).



Super NES



Genesis



Super NES

## **NOOB SAIBOT**

If you play on the SNES until the "Battle" counter reaches 50, you'll get a



Super NES

special congratulatory message, then you'll be warped to Goro's Lair to do battle with Noob Saibot, an all-black shadow Ninja. On the Genesis, you only need 25 wins in a row and the fight takes place in a blue version of the Portal stage.

## IADE

To fight Jade, you must reach the stage just prior to the question-mark stage in a one-player game. While fighting on this stage in the SNES and Genesis, you must win one round using only the **LOW KICK** button—pressing any other button during the round will disqualify you from reaching Jade in



Game Gea

that round. If you fulfill these requirements, you will be transported through the portal to do battle with Jade in Goro's Lair. On the Game Gear and Game Boy you can only use the Kick button during both of your winning rounds. In the Game Gear version, you'll be transported to a special version of Goro's Lair.

## SMOKE

To fight the ninja Smoke on the SNES and Genesis, you must fight on The Portal stage in either a one- or two-player game. During the battle, watch

Genesis

for *MKII* sound designer Dan Forden to appear in the lower-right corner of the screen; he's the guy who pops up and sings "Toasty!" at certain times, usually after a player has connected with a particularly vicious uppercut. While Forden is on the screen, hold the joypad **Down** and press the **START** button; if your timing is right, you'll be sent through the portal to face Smoke in Goro's Lair (on the SNES) or the Blue Portal (on the Genesis).

On the Game Gear and Game Boy, this trick works on the Kombat Tomb stage.



# JAX

ajor Jackson Briggs enters the tournament for the first time this year in order to save a fallen comrade. As leader of Sonya's Elite Special Forces team, he hears her distress call and enters the Outworld, where he thinks she may still be alive. Jax is a good close-combat warrior. Both the Gotcha Grab and Multi-Slam do a lot of damage, but you have to be in close to execute them. The best move in his arsenal is also the most subtle: The in-close Hammer Punch. It temporarily stuns your opponent, allowing for a big-damage follow-up move.

## SUPER NES



EARTHQUAKE
Hold LOW KICK for three
seconds, then release



GOTCHA GRAB Forward, Forward, LOW PUNCH



MULTI-SLAM
Press HIGH PUNCH
repeatedly while throwing
your opponent



ENERGY WAVE
Rotate pad
Forward/Down/Back,
HIGH KICK



BACK BREAKER
Press BLOCK while close
to opponent in mid-air

## GENESIS



EARTHQUAKE
Hold LOW KICK for three
seconds, then release



GOTCHA GRAB
Forward, Forward, LOW
PUNCH



MULTI-SLAM
Press HIGH PUNCH
repeatedly while throwing
your opponent



ENERGY WAVE
Rotate pad
Forward/Down/Back,
HIGH KICK



BACK BREAKER
Press BLOCK while close
to opponent in mid-air

## GAME GEAR



EARTHQUAKE
Hold PUNCH for three seconds, then release



GOTCHA GRAB Forward, Forward, PUNCH



MULTI-SLAM
Press PUNCH repeatedly
while throwing your
opponent



ENERGY WAVE
Rotate pad
Forward/Down/Back,
KICK



BACK BREAKER
Press BLOCK while close to opponent in mid-air



FARTHQUAKE
Hold PUNCH for three seconds, then release



GOTCHA GRAB Forward, Forward, PUNCH



MULTI-SLAM
Press PUNCH repeatedly
while throwing your
opponent



ENERGY WAVE Rotate pad Forward/Down/Back KICK



BACK BREAKER
Press BLOCK while close
to opponent in mid-air



BABALITY Down, Up, Down, Up, LOW KICK



PIT II/KOMBAT TOMB FATALITY Up, Up, Down, LOW KICK



FRIENDSHIP Down, Down, Up, Up, LOW KICK



HEAD POP FATALITY
Hold LOW PUNCH, press
Forward, Forward,
Forward and release



BLOCK, BLOCK, BLOCK, BLOCK, LOW PUNCH



BABALITY Down, Up, Down, Up, LOW KICK



PIT II/KOMBAT TOMB FATALITY Up, Up, Down/LOW KICK



FRIENDSHIP Down, Down, Up, Up, LOW KICK



HEAD POP FATALITY Hold LOW PUNCH, press Forward, Forward, Forward and release



BLOCK, BLOCK, BLOCK, BLOCK, LOW PUNCH



KOMBAT TOMB FATALITY Forward, Back, Forward, PUNCH



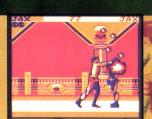
THROW EXPLODE FATALITY Forward, Forward, PUNCH (press PUNCH repeatedly until opponent explodes)



BABALITY Down, Up, Down, Up, KICK



Up, Up, Down, KICK



HEAD POP FATALITY Hold PUNCH, press Forward, Forward, Forward and release

# KITANA



itana is Shao Khan's personal assassin; though some suspect that she has been disloyal to the laws of Chaos and the tribe of Shao Khan. In order to find out if she is worthy, Khan has asked her twin sister Mileena to watch her every move. Use Kitana's speed to her advantage, especially when playing against the boss characters Kintaro and Shao Khan. Try the Fan Lift/Air Attack/Fan Throw for an easy Killer Kombo.

## SUPER NES



ELBOW HIGH PUNCH (in close)



FAN SLICE Hold Back, press HIGH PUNCH



FAN THROW Forward, Forward, HIGH PUNCH+LOW PUNCH



FAN LIFT Back, Back, Back, HIGH PUNCH



AIR ATTACK Rotate pad Forward/Down/Back, HIGH PUNCH

## GENESIS



ELBOW HIGH PUNCH (in close)



FAN SLICE Hold Back, press HIGH PUNCH



FAN THROW
Forward, Forward, HIGH
PUNCH+LOW PUNCH



FAN LIFT
Back, Back, Back,
HIGH PUNCH



AIR ATTACK Rotate pad Forward/Down/Back, HIGH PUNCH

## GAME GEAR



FAN SLICE Hold Back, press PUNCH



FAN THROW Forward, Forward, PUNCH+KICK



FAN LIFT Back, Back, Back, PUNCH



AIR ATTACK Forward, Back, PUNCH

## GAME BOY



FAN SLICE Hold Back, press PUNCH



FAN THROW Forward, Forward, PUNCH+KICK



FAN LIFT Back, Back, Back, PUNCH



AIR ATTACK Rotate pad Forward/Down/Back, PUNCH



BABALITY Down, Down, Down, LOW KICK



PIT II/KOMBAT TOMB
FATALITY
Forward, Down, Forward,
HIGH KICK



FRIENDSHIP Down, Down, Down, Up, LOW KICK



KISS OF DEATH FATALITY Hold LOW KICK, press Forward, Forward, Down, Forward then release



FAN FATALITY BLOCK, BLOCK, BLOCK, HIGH KICK



BABALITY Down, Down, Down, LOW KICK



PIT II/KOMBAT TOMB FATALITY Forward, Down, Forward, HIGH KICK



FRIENDSHIP Down, Down, Down, Up, LOW KICK



KISS OF DEATH FATALITY Hold **LOW KICK**, press Forward, Forward, Down, Forward then release



FAN FATALITY BLOCK, BLOCK, BLOCK, HIGH KICK



KISS OF DEATH FATALITY Hold BLOCK, press Forward, Forward, Forward, KICK



Down, Down, Down, KICK



PIT II/KOMBAT TOMB FATALITY Forward, Down, Forward, KICK



FAN FATALITY BLOCK, BLOCK, BLOCK, KICK

## **BARAKA**

araka was the leader of the band that attacked Liu Kang's Shaolin Temple, murdering Liu Kang's brothers. Impressed by Baraka's brutality, Shao Khan recruited him into his evil army. Use Baraka's Blade Fury to catch opponents who always try to jump-kick. The Blue Bolt is a good way to hold somebody at bay but it doesn't do much damage. The Blade Slice gives your close attacks an extra reach that is good against characters like Jax. Once you get used to Baraka's unique kicking and punching style, you'll find that he's good for deep attacks that are quite bloody. Remember that both of his finishing moves require a little distance from your stunned opponent.

## SUPER NES



HIGH PUNCH (in close)



DOUBLE KICK
HIGH KICK, HIGH KICK
(in close)



BLUE BOLT
Rotate pad Down/Back
HIGH PUNCH



BLADE SLICE Hold Back, press HIGH PUNCH



BLADE FURY Back, Back, Back, LOW PUNCH

## SUPER NES



BABALITY Forward, Forward, Forward, HIGH KICK



PIT II/KOMBAT TOMB FATALITY Forward, Forward, Down, HIGH KICK



FRIENDSHIP
Up, Forward,
HIGH KICK



HEAD CHOP FATALITY Back, Back, Back, HIGH PUNCH



STAB FATALITY
Back, Forward, Down,
Forward, LOW PUNCH

## CENESIS



BACKHAND
HIGH PUNCH (in close)



DOUBLE KICK
HIGH KICK, HIGH KICK
(in close)



BLUE BOLT Rotate pad Down/Back, HIGH PUNCH



BLADE SLICE Hold Back, press HIGH PUNCH

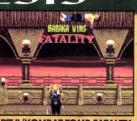


BLADE FURY Back, Back, LOW PUNCH

## GENESIS



BABALITY Forward, Forward, Forward, HIGH KICK



PIT II/KOMBAT TOMB FATALITY Forward, Forward, Down, HIGH KICK



FRIENDSHIP
Up, Forward, Forward,
HIGH KICK



HEAD CHOP FATALITY Back, Back, Back, HIGH PUNCH



STAB FATALITY
Back, Forward, Down,
Forward, LOW PUNCH

# JOHNNY CAGE

Iways on the lookout for a new movie, John Carlton (Cage's real name) returns to the tournament to find the sequel to his first MK movie. Though the Shadow Uppercut does extra damage, you have to be in close, leaving room open for your opponent to sneak in for major damage. Use the High Green Ball to pick off opponents that like to use the jump kick a lot. The Shadow Kick doesn't have much of a range so use it for emphasis on a combo, not as a starting point.

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## SUPER NES



GREEN BALL
Rotate pad
Back/Down/Forward,
LOW PUNCH



HIGH GREEN BALL
Rotate pad
Forward/Down/Back,
HIGH PUNCH



SHADOW UPPERCUT
Back, Down, Back, HIGH
PUNCH



SHADOW KICK Back, Forward, LOW



BALL BREAKER
Hold LOW PUNCH, press
BLOCK

## SUPER NES



Back, Back, HIGH KICK



PIT II/KOMBAT TOMB FATALITY Down, Down, Down HIGH KICK



FRIENDSHIP Down, Down, Down, HIGH KICK



TORSO FATALITY
Down, Down, Forward,
Forward, LOW PUNCH



HEAD PUNCH FA ALITY
Forward, Forward, Down, Up (ho
Down+LOW PUNCH-BLOCK+LOW
KICK during the first punch to knoc
off three heads)

## CENESIS



GREEN BALL Rotate pad Back/Down/Forward, LOW PUNCH



HIGH GREEN BALL
Rotate pad
Forward/Down/Back,
HIGH PUNCH



SHADOW UPPERCUT Back, Down, Back, HIGH PUNCH



SHADOW KICK Back, Forward, LOW KICK



BALL BREAKER LOW PUNCH + BLOCK

## CENESIS



BABALITY Back, Back, Back, HIGH KICK



PIT II/KOMBAT TOMB FATALITY Down, Down, Down, HIGH KICK



FRIENDSHIP Down, Down, Down, HIGH KICK



TORSO FATALITY
Down, Down, Forward,
Forward, LOW PUNCH



HEAD PUNCH FATALITY
Forward, Forward, Down, Up (hold
Down+LOW UNCH+BLOCK+LOW
KICK during the first punch to
knock off three heads.)

# LIU KANG

eturning home after the first Shaolin Tournament, Liu Kang finds his brothers have been mysteriously murdered and his home destroyed. He re-enters Shao Kahn's second tournament to avenge his brothers' deaths, assuming that the murderer must be a member of Shao Khan's evil tribe. The warrior of the White Lotus society has expanded his range of moves, including crouching and jumping fireballs. Keep charging the bicycle kick to surprise your opponents when they drop their quard. Take advantage of Liu Kang's special moves when attempting Babalities and Friendships; two of them involve only the kick buttons.



FOREARM HIGH PUNCH (in close)



**FLYING KICK** Forward, Forward,
HIGH KICK



BICYCLE KICK
Hold LOW KICK for three to five seconds, then release



FIREBALL Forward, Forward, HIGH PUNCH



LOW FIREBALL Forward, Forward, LOW PUNCH



FORFARM HIGH PUNCH (in close)



**FLYING KICK** Forward, Forward, HIGH KICK



**BICYCLE KICK** Hold LOW KICK for three to five seconds, then release



FIREBALL Forward, Forward, HIGH PUNCH



LOW FIREBALL Forward, Forward, LOW PUNCH



**FLYING KICK** 



BICYCLE KICK Forward, Forward, KICK Hold KICK for three to five seconds, then release



FIREBALI Forward, Forward, PUNCH



LOW FIREBALL Down, Diagonal-Forward, PUNCH

## 130



**FLYING KICK** Forward, Forward, KICK



**BICYCLE KICK** Hold KICK for three to five seconds, then release



FIREBALL Forward, Forward, PUNCH



Down, Diagonal-Forward, PUNCH



BABALITY Down, Down, Forward, Back, LOW KICK



PIT II/KOMBAT TOMB FATALITY Back, Forward, Forward, LOW KICK



FRIENDSHIP Forward, Back, Back, Back, LOW KICK



UPPERCUT FATALITY
Rotate pad 360° counterclockwise



**DRAGON FATALITY** Down, Forward, Back, Back, HIGH KICK





BABALITY
Down, Down, Forward,
Back, LOW KICK

Back, Forward, Forward,
LOW KICK



FRIENDSHIP Forward, Back, Back, Back, LOW KICK



UPPERCUT FATALITY
Rotate pad 360° counterclockwise



DRAGON FATALITY Down, Forward, Back, Back, HIGH KICK



KOMBAT TOMB FATALITY Forward, Back, Forward,



**DRAGON FATALITY** Down, Forward, Back, Back, KICK



BABALITY. Down, Down, Forward, Back, **KICK** 



KOMBAT TOMB FATAUTY Back, Forward, Forward, PUNCH



DRAGON FATALITY. Down, Forward, Back, Back, KICK

# MILEENA

long with her sister Kitana, Mileena is one of Shao Khan's personal assassins. She is in the tournament in order to watch her sister who is suspected of dissension from the forces of chaos. Use the Ground Roll/Air Kick combo to surprise opponents from both ends, and keep the Sai charged for added flourish. You'll have to be a step away from your opponent to do the Stab Fatality, but the Inhale Fatality should be triggered while you are touching the enemy.



**HIGH PUNCH** (in close)



Back, Back, Down, HIGH



TELEPORT KICK vard, Forward



SAI THROW Hold HIGH PUNCH for two to three seconds, then release



BABALITY Down, Down, Down, HIGH KICK



**HIGH PUNCH** (in close)



**GROUND ROLL** Back, Back, Down, HIGH KICK



TELEPORT KICK Forward, Forward, LOW



SAI THROW Hold HIGH PUNCH for two to three seconds, then release



BABALITY Down, Down, Down, HIGH



**GROUND ROLL** 



TELEPORT KICK Back, Back, Down, KICK Forward, Forward, KICK



SAI THROW Hold PUNCH for two to three seconds, then release



**GROUND ROLL** Back, Back, Down, KICK



TELEPORT KICK Forward, Forward, KICK



Hold PUNCH for two to three seconds, then release



BABALITY Down, Down, Down, KICK



PIT II/KOMBAT TOMB **FATALITY** Forward, Down, Forward, LOW KICK



FRIENDSHIP Down, Down, Down, Up, Forward, Back, Forward, HIGH KICK



STAB FATALITY



Hold HIGH KICK for two to three seconds, then release



II/KOMBAT TOMB FATALITY Down, Down, Up,
Forward, Down, Forward,
LOW KICK



FRIENDSHIP



STAB FATALITY
Forward, Back, Forward,
LOW PUNCH



INHALE FATALITY Hold HIGH KICK for two to three seconds, then release



INHALE FATALITY
Forward, Back, Forward,
KICK



PIT II/KOMBAT TOMB FATALITY Forward, Down, Forward, KICK



INHALE FATALITY Hold KICK for two to three seconds, then release

## REPTILE

peptile acts as Shang Tsung's personal bodyguard, so you know he must be an awesome fighter. His human form hides a scaly body: he's thought to be the only remaining member of a race that has been extinct for over one million years. Reptile's Power Ball can be used to keep your opponents off-quard, but remember that it leaves you wide open to any kind of projectile attack. The acid spit is quick, but doesn't do much damage; use it to pick people out of the air. The Invisible Slice fatality is very hard to do. but just think of it as a two-part fatality like Sub-Zero's Deep Freeze.



**HIGH PUNCH** (in close)



SLIDE Hold Back, press LOW PUNCH+BLOCK+LOW KICK



SPIT ACID Forward, Forward, HIGH PUNCH



**POWER BALL** Back, Back, HIGH PUNCH+LOW PUNCH



INVISIBILITY Up, Up, Down, HIGH PUNCH



BACKHAND HIGH PUNCH (in close)



SLIDE Hold Back, press LOW PUNCH+BLOCK+LOW KICK



SPIT ACID ward, Forward, HIGH PUNCH



**POWER BALL** Back, Back, HIGH PUNCH+LOW PUNCH



INVISIBILITY Up, Up, Down, HIGH PUNCH



SLIDE



Hold Back, press
PUNCH+KICK
Forward, Forward, PUNCH



POWER RAIL Back, Back, PUNCH+KICK



INVISIBILITY Up, Up, Down, PUNCH Hold **BLOCK** to make this move easier



SLIDE Hold Back, press
PUNCH+KICK



**SPIT ACID** Forward, Forward, PUNCH



**POWER BALL** Back, Back, PUNCH+KICK



INVISIBILITY Hold BLOCK to make this move easier.



BABALITY Down, Back, Back, LOW KICK



Down, Forward, Forward, Back, Back, Down, LOW KICK PIT II/KOMBAT TOMB



FRIENDSHIP



TONGUE FATALITY Back, Back, Down, LOW PUNCH



**INVISIBLE SLICE FATALITY** Forward, Forward, Down, HIGH KICK (This fatality can only be executed while Reptile is invisible.)



BABALITY Down, Back, Back, LOW KICK



II/KOMBAT TOMB FATALITY
Down, Forward, Forward,
BLOCK



FRIENDSHIP Back, Back, Down, LOW KICK



TONGUE FATALITY Back, Back, Down, LOW PUNCH



INVISIBLE SLICE FATALITY
Forward, Forward, Down,
HIGH KICK (This fatality can
only be executed while Reptile
is invisible.)



KOMBAT TOMB FATALITY Forward, Back, Forward, PUNCH



TONGUE FATALITY
Back, Back, Down, PUNCH



BABALITY Down, Back, Back, KICK



PIT II/KOMBAT TOMB FATALITY Down, Forward, Forward, BLOCK



TONGUE FATALITY Back, Back, Down, PUNCH

# KUNGLAO

Khan's tournament with Liu Kang. His motivation stems from a 500-year-old grudge against Goro, who killed off members of Kung Lao's family. Kung Lao's Whirlwind Spin works like an uppercut, bringing Toasty to the screen. One advantage to the Hat Throw is your ability to control the direction in case your opponent tries to duck or jump. Usually the Teleport doesn't bring you close enough to your opponent to allow a surprise uppercut, but back them into a corner and you'll be able to nail them with an uppercut right after you land from the warp.

## SUPER NES



HEADBUTT
HIGH PUNCH (in close)



JELEPORT Down, Up (quickly)



HAT THROW Back, Forward, LOW PUNCH



AIR KICK
Jump, then hold Down
and press HIGH KICK in
midair



WHIRLWIND SPIN Up, Up, LOW KICK

### SUPER NES



BABALITY
Back, Back, Forward,
Forward, HIGH KICK



PIT II/KOMBAT TOMB FATALITY Forward, Forward, Forward, HIGH PUNCH



FRIENDSHIP Back, Back, Down, HIGH KICK



SLICE FATALITY
Forward, Forward,
Forward, Forward, LOW
KICK



HAT THROW FATALITY
Hold LOW PUNCH, press Back,
Back, Forward (press UP just
before the hat reaches your oppo
nent to aim for his or her neck)

## CENESIS



HEADBUTT HIGH PUNCH (in close)



TELEPORT Down, Up (quickly)



HAT THROW
Back, Forward, LOW
PUNCH



AIR KICK
Jump, then hold Down and
press HIGH KICK in mid-air



WHIRLWIND SPIN Up, Up, LOW KICK

## GENESIS



BABALITY Back, Back, Forward, Forward, HIGH KICK



PIT II/KOMBAT TOMB FATALITY Forward, Forward, Forward, HIGH PUNCH



FRIENDSHIP Back, Back, Back, Down, HIGH KICK



SLICE FATALITY
Forward, Forward,
Forward, Forward,
LOW KICK



HAT THROW FATALITY
Hold LOW PUNCH, press Back,
Back, Forward (aiming the hat is
not necessary)

## RAYDEN



he Thunder God returns to the tournament, warning the other contestants of Shao Khan's evil intentions. Why Rayden bothers with the tournament is cause for speculation, considering that he's a God and should have no problem with Shao Khan. Keep the Shock charging to surprise your opponents close in, especially when they try to throw you. Rayden's fatalities take practice, because you have to start charging them before the "Finish" appears on screen. This practice is worth it, because the exploding uppercut is one of the most spectacular fatalities in the game.

## SUPER NES



MINI UPPERCUT HIGH PUNCH (in close)



TELEPORT Down, Up (quickly)



FLYING ATTACK Back, Back, Forward



LIGHTNING
Rotate Control Pad
Down/Forward, LOW
PUNCH



ELECTROCUTION
Hold HIGH PUNCH for
three to four seconds then
release (in close)

## SUPER NES



BABALITY
Down, Down, Up, HIGH



PIT II/KOMBAT TOMB FATALITY Up, Up, Up, HIGH PUNCH



FRIENDSHIP
Down, Back, Forward,
HIGH KICK



SHOCK FATALITY
Hold LOW KICK for five seconds, then release; when Raiden starts to shock his opponent, press BLOCK-LOW KICK repeatedly to explode "Final Proceedings of the start of the st



Uppercut Fatality
Hold HIGH PUNCH for ten seconds,
then release (you'll need to start
"charging" this move before the words
"Finsh Him/Her" appear on the screen

## CENESIS



MINI UPPERCUT HIGH PUNCH (in close)



TELEPORT Down, Up quickly



FLYING ATTACK Back, Back, Forward



LIGHTNING Rotate joystick Down/forward, LOW PUNCH



ELECTROCUTION
Hold HIGH PUNCH for
three to four seconds, then
release (in close)

## GENESIS



BABALITY Down, Down, Up, HIGH KICK



PIT II/KOMBAT TOMB FATALITY Jp, Up, Up, HIGH PUNCH



PRIENDSHIP Down, Back, Forward, HIGH KICK



SHOCK FATALITY
Hold LOW KICK for five seconds,
then release; when Raiden starts to
shock his opponent, press BLOCK+
LOW KICK repeatedly to explode



UPPERCUT FATALITE
Hold HIGH PUNCH for ten seconds,
then release (you'll need to start
"charging" this move be one the
words "Finish Him/Her" appear on the
screen)

# **SCORPION**

Scorpion returns to the tournament to try to kill him one last time. Scorpion's new Air Throw works well for opponents that jump around a lot. The Scissor Kick—while unique—is relatively useless. The Toasty fatality is good for beginners because it can be executed from any position on the screen. The Slice Fatality is also nice because of its extra bloody panache.

## SUPER NES



SPEAR Back, Back, LOW PUNCH



AIR THROW
Press BLOCK while close
to opponent in mid-air



TELEPORT PUNCH
Rotate pad Down/Back
HIGH PUNCH



LEG GRAB Rotate pad Forward/Down/Back, LOW KICK



BABALITY Down, Back, Back, HIGH KICK

## GENESIS



SPEAR Back, Back, LOW PUNCH



AIR THROW
Press BLOCK while close
to opponent in mid-air



TELEPORT PUNCH
Rotate pad
Down/Back, HIGH PUNCH



LEG GRAB
Rotate pad
Forward/Down/Back,
LOW KICK



BABALITY Down, Back, Back, HIGH KICK

## GAME GEAR



SPEAR Back, Back, PUNCH



Press BLOCK while close to opponent in mid-air



TELEPORT PUNCH Rotate pad Down/Back, PUNCH



LEG GRAB Rotate pad Forward/Down/Back, KICK

# SCORPTON 97 JAX

SPEAR Back, Back, PUNCH



AIR THROW
Press BLOCK while close
to opponent in mid-air



TELEPORT PUNCH Rotate pad Down/Back, PUNCH



BABALITY Down, Back, Back, KICK



PIT II/KOMBAT TOMB FATALITY Down, Forward, Forward, BLOCK



FRIENDSHIP Back, Back, Down, HIGH KICK



Up, Up, HIGH PUNCH



TOASTY FATALITY Down, Down, Up, Up, HIGH PUNCH



SLICE FATALITY
Hold HIGH PUNCH, press
Down, Forward, Forward,
Forward then release



PIT II/KOMBAT TOMB FATALITY Down, Forward, Forward, BLOCK



FRIENDSHIP Back, Back, Down, HIGH KICK



FIRE FATALITY
Up, Up, HIGH PUNCH



TOASTY FATALITY
Down, Down, Up, Up,
HIGH PUNCH



SLICE FATALITY
Hold HIGH PUNCH, press
Down, Forward, Forward,
Forward then release



KOMBAT TOMB FATALITY Forward, Back, Forward, PUNCH



FIRE FATALITY Up, Up, PUNCH



PIT II/KOMBAT TOMB FATALITY Down, Forward, Forward, BLOCK



FIRE FATALITY Up, Up, PUNCH

# SHANG TSUNG

Tsung's life is spared by Shao Khan—but only after he promises to lure the contestants back for a second battle. Shao Khan restores Shang Tsung's youth so that he can fight once again. Shang Tsung is the expert player's favorite; with his morphing powers, he can do every move in the game. Along with his three awesome fatalities, his flaming skulls pack quite a punch. Use Shang Tsung if you really want to master Mortal Kombat II.

## SUPER NES



HIGH PUNCH (in close)



FLAMING SKULLS Back, Back, HIGH PUNCH



TWO FLAMING SKULLS Back, Back, Forward, HIGH PUNCH



THREE FLAMING SKULLS Back, Back, Forward, Forward, **HIGH PUNCH** 



PIT II/KOMBAT TOMB Down, Down, Up, Down

## GENESIS



ELBOW HIGH PUNCH (in close)



FLAMING SKULLS Back, Back, HIGH PUNCH



TWO FLAMING SKULLS Back, Back, Forward, HIGH PUNCH



THREE FLAMING SKULLS Back, Back, Forward, Forward, HIGH PUNCH



PIT II/KOMBAT TOMB Down, Down, Up, Down

## GAME GEAR



FLAMING SKULLS Back, Back, PUNCH



TWO FLAMING SKULLS Back, Back, Forward, PUNCH



HREE FLAMING SKULLS
Back, Back, Forward,
Forward, PUNCH

## GAME BOY



FLAMING SKULLS Back, Back, PUNCH



TWO FLAMING SKULLS Back, Back, Forward, PUNCH



THREE FLAMING SKULLS Back, Back, Forward, Forward, PUNCH

## TO MORPH INTO OTHER CHARACTERS ON SUPER NES

Liu Kang—Back, Forward, Forward, BLOCK Kung Lao—Back, Down, Back, HIGH KICK Johnny Cage—Back, Back, Down, LOW PUNCH Reptile—Up, Down+HIGH PUNCH Sub-Zero—Forward, Down, Forward, HIGH PUNCH

Kitana—BLOCK, BLOCK, BLOCK

Jax—Down, Forward, Back, HIGH KICK

Mileena—Hold HIGH PUNCH for three seconds,

then release Baraka—Down, Down, LOW KICK

Scorpion-Up, Up

Raiden-Down, Back, Forward, LOW KICK

## TO MORPH INTO OTHER CHARACTERS

Liu Kang—Back, Forward, Forward, BLOCK Reptile—Up, Down, Up, KICK

Sub-Zero—Forward, Down, Forward, KICK Kitana—BLOCK, BLOCK, BLOCK

Jax—Down, Forward, Back, PUNCH Mileena—Hold PUNCH for

Mileena—Hold PUNCH for three seconds, then release Scorpion—Up, Up

## TO MORPH INTO OTHER CHARACTERS ON GAME

Liu Kang—Hold KICK for 2 seconds, press LEFT and release KICK
Reptile—Hold KICK for 2 seconds, press UPPER LEFT and release KICK
Sub-Zero—Hold KICK for 2 seconds, press RIGHT and release KICK
Kitana—Hold KICK for 2 seconds, press DOWN and release KICK
Jax—Hold KICK for 2 seconds, press LOWER RIGHT and release KICK
Mileena—Hold KICK for 2 seconds, press UPPER RIGHT and release
KICK



BABALITY Back, Forward, Down, HIGH KICK



FRIENDSHIP Back, Back, Down, Forward, HIGH KICK



INNER-EAR FATALITY
Hold HIGH KICK for two
to three seconds, then
release



Up, Down, Up, LOW KICK



KINTARO MORPH FATALITY Hold LOW PUNCH for entire battle (at least 25 seconds), release button one step in front of your opponent



BABALITY Back, Forward, Down, HIGH KICK



FRIENDSHIP Back, Back, Down, Forward, HIGH KICK



INNER-EAR FATALITY
Hold HIGH KICK for two
to three seconds, then
release



Up, Down, Up, LOW KICK



KINTARO MORPH FATALITY Hold LOW PUNCH for entire battle (at least 25 seconds), release button one step in front of your opponent



LIFE FORCE FATALITY Hold BLOCK, press Up, Down, Up, KICK



BABALITY
Back, Forward, Down,
KICK



LIFE FORCE FATALITY Hold BLOCK, press Up, Down, KICK

# SUB-ZERO

hought dead, Sub-Zero returns to the tournament in order to assassinate Shang Tsung. Does he realize that Scorpion is after him? Sub-Zero's Ground Freeze is one of the best moves in the game. Just remember that if an opponent is moving away from you when you do the ground freeze, they'll fall backwards, making it harder to nail the uppercut. You can still freeze yourself if you do a double ice backfire (i.e. re-freeze a frozen opponent), but if you've done a ground freeze, all other freezes are disabled. To do the ice ball fatality you have to be as far away from your enemy as possible to get it to work.

## SUPER NES



BACKHAND HIGH PUNCH (in close)



SLIDE
Hold Back, press LOW
PUNCH+BLOCK+LOW
KICK



FREEZE Rotate pad Down/Forward, LOW PUNCH



GROUND FREEZE
Rotate pad
Down/Back, LOW KICK



BABALITY Down, Back, Back, HIGH KICK

## CENESIS



BACKHAND HIGH PUNCH (in close)



SLIDE
Hold Back, press LOW
PUNCH+BLOCK+LOW
KICK



FREEZE Rotate pad Down/Forward, LOW PUNCH



GROUND FREEZE
Rotate pad
Down/Back, LOW KICK



BABALITY Down, Back, Back, HIGH KICK

## SAME GEAR



Hold Back, press PUNCH+



FREEZE
Rotate pad
Down/Forward, PUNCH



GROUND FREEZE
Rotate pad
Down/Back, KICK

## AMEBOY



SLIDE Hold Back, press PUNCH+ KICK



FREEZE Rotate pad Down/Forward, PUNCH



GROUND FREEZE Rotate pad Down/Back, RICK



BABALITY Down, Back, Back, KICK



PIT II/KOMBAT TOMB FATALITY Down, Forward, Forward, BLOCK



KICK



DEEP-FREEZE FATALITY Back, Back, Down, HIGH Forward, Forward, Down, HIGH KICK to freeze, then press Forward, Down, freeze, then press Forward, Down, Forward, Forward, HIGH PUNCH (in close)



ICE BALL FATALITY
Hold LOW PUNCH, press Back, Back, Down, Forward



PIT II/KOMBAT TOMB FATALITY Down, Forward, Forward, BLOCK



FRIENDSHIP Back, Back, Down, HIGH



DEEP-FREEZE FATALITY Forward, Forward, Down, HIGH KICK to freeze, then press Forward, Down, Forward, Forward, HIGH PUNCH (in close)



ICE BALL FATALITY
Hold LOW PUNCH, press Back, Back, Down, Forward



KOMBAT TOMB FATALITY Forward, Back, Forward, PUNCH



DEEP-FREEZE FATALITY Forward, Forward, Down, KICK to freeze, then press Forward, Forward, Down, Forward, PUNCH



KOMBAT TOMB Down, Forward, Forward, BLOCK



**DEEP-FREEZE FATALITY** Forward, Forward, Down, KICK to freeze, then press Forward, Down, Forward, Forward, PUNCH (in close)









Sculptured Software

ithout a doubt, *Mortal Kombat II* for the Super NES is the best game I've ever played for a home system—yes, it's even better than all of those Neo•Geo fighting games. It's also the only game that I have ever given a 10 rating to. It's not just a game, it's a piece of art. It looks, sounds and plays just like the arcade version, except you can actually pick it up without hurting your back. It is so good I can see people going crazy over it. There will be newspapers writing about it, politicians condemning it and college professors talking about it to their graduate students. Kids will be getting the *MKII* logo tattooed to every imaginable body part, up to and including including their foreheads.

If you thought Nintendo hardware was in a slump and that Sega rules all, you should go out and buy a SNES right now and get this game. You will forget all about 3DO, Saturn, PS-X, Jaguar and yes, even your Genesis. You will stay up all night trying to find all the moves. Once

you've done that, you'll just try to beat Kintaro, probably the hardest fighting game opponent ever. He doesn't just beat you—he kicks your ass.



I cannot sing the praises of this game enough. If you were sitting with me in the room right now,

I would force you to play with me. I even asked my mom to try it out. Everybody who sees this SNES version will say "Wow, that looks great," usually adding choice expletives for accuracy.

Everything from the arcade is in this game—with the possible exception of the *Pong* battle—with some added bonuses thrown in. Original arcade fatalities, babalities, friendship moves, secret characters...we looked for it all and it's all here. The

hidden twoplayer/four-character endurance battle is the strongest gaming addiction I have ever felt. You actually feel tired after you've

played through just one round, but you'll keep playing because it's so fun. This may sound scary to you, and you're absolutely right. That's the real reason you should buy this game.

-Nikos Constant



10

GRAPHIC

Will make you cry with joy. The characters are a little smaller than in the arcade (in proportion to the screen size) but there's no way you will notice, or even care. Blood and real arade fatalities on the Super NES! A milestone.

SOUND/MUSIC

Will make you sing with glee. The music and sound effects are deadly, with a ton of sampled character voice bits taken directly from the arcade, including the infamous "Toasty!" My only beef is that there's no "sound test" menu.

PLAYABILITY

Will make you feel like the Six Million Dollar Man. Instinctive, responsive, total natural. The areade combos work! Blows away the original SNES Martal Kombat. Sculptured Software, take a bow—we didn't know you had it in you.

EASY MEDIUM DIFFICULT

EDITORS RATINGS

GORE CHRIS 10 9

ERIC BETTY
9 10

**BANG**指指 BUCK

## THE LOWDOWN

I don't think there's a word in the English language for how great it feels to play this game. "Ecstasy" is not strong enough, and I'm not really sure if I can say "orgasmic" because we'll get letters and I might get fired. So I'll use a French word that means the same thing. Mortal Kombat II for the SNES has a gaming jouissance all its own. It's so good it's almost scary. People will probably freak out all across the country and you might not be able to buy milk.



Check out the *Tips & Tricks* section this month to find out how to get to the four-character Endurance Battle mode.

MDEO GAMES MAN







1-2 Players

24 Meg

Developer:

**Probe Software Ltd.** 

hen placed side by side with the SNES version, the first thing you notice about Mortal Kombat II for the Genesis is the difference in the graphics and sound. Hands down, the SNES is the winner. But this doesn't make the Genesis version any less worthy for your dollar.

This is one of the finest fighting games ever released for the Genesis. (Don't talk to me about Super Street Fighter II, either; the sound in that cart is worse than an AM

radio circa 1981.)

Almost everything from the arcade version of *Mortal Kombat II* is in this cart: Friendships, babalities,

Jade, Smoke, etc. The six-button controller is a must to really explore all of the game's potential, and you can even "get Activated!" Woo, Woo!

As I played through the game, getting all the

way through Shao Kahn, I just couldn't help singing to myself as I did bloody uppercuts and doing my special "Fatality Dance" as I finished off each



opponent with increasingly morbid homicide. This is an exciting game, folks, but you'd better leave the authorities as home because you know the mind patrol will be all over the violence in this game. Remember, it's just a game, and a great one at that. You'll be dancing too, once you get the hang of using a block button.

Direct comparisons with the arcade version reveal that quite a few corners have been cut in shrinking the game down to 24-meg size. There's

no pre-fight battle screen, many digitized voice effects are missing and Goro seems to have hired an interior decorator, since the damp, dark caverns of his lair look suspiciously like a blue-colored version

> of the Portal stage. Happily, the addictive game play is intact; you won't care if there's no floating monk in the Tower stage.

> If you own a Genesis and are going to be buying a

game this year, *Mortal Kombat II* is the one to get. You won't be able to get enough of it. You'll even try to get your dorky friends who aren't into video games to play; it's that good.

-Nikos Constant



GRAPHICS

Though I expected them to be a bit worse than the SNES version, the difference is startling. The game still looks good on the Genesis, but Probe should have chosen colors more carefully, especially on the character-select screen

#### SOUND/MUSIC

6

The sound is really a disappointment. The arcade version has all sorts of cool voice effects, but the Genesis sound is lacking. It's like the difference between a band's four-track demo and the final version of the album.

#### PLAYABILITY

The one thing the Genesis version has is playability. You'll be hooked on the game for weeks. Whether you're playing the computer or your best friend, the satisfaction of a bloody uppercut is like tasting sweet granes in the summertime.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE CHRIS

BANG THE BUCK

#### THE LOWDOWN

If you own a Sega Genesis but not a Super NES, Mortal Kombat II is worth every penny. It is fun, fun, fun. If you happen to be spoiled rotten and own both systems, you'll like the SNES version better. Either way you'll be satisfied, because this is probably the best fighting game to come out for either system. All that remains is the possibility of a Sega CD version. (We'd all love to see the original arcade introduction, which does not appear in any of the four home versions.)













Both of the portable editions of *MKII* save space by cutting four characters: Johnny Cage, Baraka, Kung Lao and Raiden.

he Game Gear version of *Mortal Kombat* was great because it some ways it seemed to be better than both the SNES and Genesis versions. Not only was there blood, but the graphics were pretty darn good.

The Game Gear version of Mortal Kombat II is

in a different position, because the SNES now has the blood included, and the Genesis graphics have improved over the

first version of the game. So how is the Game Gear version of *MKII*?

Well, it's a good, solid game that you won't feel angry at dropping a couple of bucks on. There are no Friendships or Babalities, but both Jade and Smoke are in there, complete with a cool new background. Though it's not *that* spectacular, it definitely is trick. Have fun.

-Nikos Constant

#### CRAPHICS

Like the first Mortal Kombat, the graphics are great. There is some frame cheating, but the game sure does look good in color

#### SOUND/MUSIC

Just what you'd expect from the Game Gear, but for some reason it's not as annoying as a lot of other Game Gear soundtracks. 8

7

8

8

8

#### DIAYARILITY

The control of the Gear could be improved, but once you get the hang of it, you'll be doing fatalities like they're second nature.

EASY MEDIUM DIFFICULT

BANGTEBUCK

#### THE LOWDOWN

If you're as addicted to MKII as i am, you'll want a copy of this to take on the road. It's kind of easy, but try the harder levels for some added challenges and more bang for your buck.

Acclaim Entertainment • 71 Audrey Avenue, Oyster Bay, NY 11771 • (516) 624-8888









GORE
6
CHRIS
8
ERIC
7
BETTY
8

was really surprised with the quality of the Game Boy version of *Mortal Kombat II*. The

first Mortal Kombat used to frustrate the heck out of me with its slow game play and sluggish controls, but this sequel is really great because it's a bit sped-up and the controls seem more responsive,

especially with the use of the Super Game Boy.

There are more endings to the rounds because of the inclusion of Babalities, which adds a nice touch



There's a ton of secret stuff in the Game Boy version of *Mortal Kombat II*, including Babalities, Kombat Tomb fatalities and secret characters.

to the game. If you don't have the cash, I'd have to say that you should put your money on the Game Boy version, mainly because of its added play value.

-Nikos Constant

#### GRAPHIC

Better than most Game Boy titles. I didn't find myself squinting like a nerdy fish, especially on the Super Game Boy.

#### SOUND/MUSIC

Pretty good: More than one song and even some cool punching effects.

#### PLAYABILITY

With the Super Game Boy, you'll be whaling on the computer, but using regular Game Boy controls takes some practice.

EASY MEDIUM DIFFICULT

BANG THE BUCK

#### THE LOWDOWN

Where the Game Boy usually pales in comparison to the Game Gear, I was surprised to find an expanded roster of moves that included Babalities. A good job was done by Probe to fit so much in so little space. Bravo.

OCTOBER '94





We're still working on the "Golf Cart Joy Ride & Crash" feature.

Other than that, it's perfect.

# LINKS

the challenge of golf



**Links** for **Sega CD**™ is the most near-perfect, outrageously realistic golf game available.

How perfect is Links? The course mimics Torrey Pines exactly
—incredible, 35 mm photography
places you behind every tee, fairway, water hazard and bunker, wherever the ball lands, and gives you an accurate view of your next shot. It's so life-like, you can almost smell the green (that's a good thing).

And as you'd expect from any decent golf game, Links features

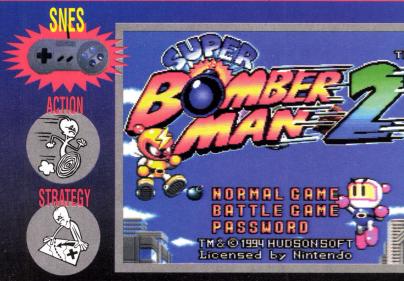
- Tournament play
- Practice mode, Front 9, Back 9 Instant Replays
- Save player info

But then, **Links** goes far beyond any other golf games to give you indepth golf features like

- · I to 6 players (sorry, other games
- can only handle up to 4)
   Full support of TeeVGolf Club™ for the most accurate, realistic and fun golfing experience available
- · Aerial fly-overs of each hole so realistic you may get airsick
- Running stats on how many fish you tag when your ball lands in the

Okay, we're just kidding about the last feature.

But as you can see, **Links** for **Sega CD** is the closest thing to perfection when it comes to golf games. So you can bet that if any game comes out with a "Golf Car Donuts On The Fairway" feature in the future, it'll be **Links**.





1-4 Players

12 Mea

Developer:

**Hudson Soft** 



## SOUND/MUS

GRAPHICS

Hudson Soft's press re-

lease hypes the graphics as "noticeably improved and...3 dimentional [sic] in appearance," but I hon-

estly think the graphics in

Super Bomberman Party Pak were better.

This is the only area where Super Bomberman 2 improves upon *Bomberman* games that have come before. The Normal Mode has several bouncy tunes, and even the Battle Mode's ten-second music loop is pretty catchy.

#### PLAYABILITY

Bomberman games have always been instantly accessible and addictive, but Super Bomberman 2 loses points for the rhythm-destroying slow-down and the disappoint-ing Battle Mode.

7

MEDIUM DIFFICULT

EDITORS' RATI

BANG PREBUCK

THE LOWDOWN
Take it from the Bomber-King: Super Bomberman 2 simply doesn't live up to the standards set by previous Bomberman games. The annoying slowdown, terribly designed Battle Mode levels, and lack of fiveplayer action makes for a hohum experience. If you're a true Bomberman fan, get yourself a TTI Duo, a PC Engine adapter and the Japanese version of Bomberman '94, a hugely superior game to Super Bomberman 2 in every way.



aving been declared "Bomber-King" in our September issue—which was almost as embarrassing as even being CONSIDERED for

the title of "CES' Sassiest Boy," let alone being the runner-up—it's only natural that I review Super Bomberman 2, the latest in my favorite series of games. Alas, it fails to impress.

A quick game-play description before I go into bashing mode: You control armor-suited Bomberman on a wall-covered playfield. You drop bombs to blow up the walls, some of which hold power-ups to boost your abilities, such as: Increased bomb power, increased movement speed or the ability to pick up and throw bombs.

There are two modes of play. Normal Mode is a 40-level challenge filled with nasty creatures. dangerous obstacles and five boss characters. Battle Mode pits you and three other human- or SNES-controlled Bombermen against one another on 12 different playfields.

Two features unique to Super Bomberman 2 are a "sudden death" mode (which eliminates draw games) and a "G-Bomber" mode in which the winner of each match gets a random power-up at the beginning of every round in the next match (and also takes on a golden hue, hence the name).

Okay, time to get nasty, starting with the dreaded "S" word: Slowdown. Super Bomberman 2 is plagued with slowdown that makes it hard to judge exactly when the bombs are going to explode. Not good!

Flaw #2: While the Battle Mode levels in the original Super Bomberman were diverse and graphically interesting, almost every level here falls flat. Two examples: The level where Bombermen can jump (blasphemy!) makes it too easy for players to leap out of trouble, and the

> level with a controllable conveyor belt is crippled by slowdown.

> Flaw #3: The SNES-controlled players in Super Bomberman 2 are stupid in the extreme. Even at the highest of nine "intelligence" settings, they stumble into obvious traps and don't take any advantage of power-ups.

Flaw #4: The G-Bomber feature, while well intended, just makes skilled players even harder to beat, and that greatly lessens the fun. Perhaps the G-Bomber should have been the WORST player in the previous match, instead of the best?

-Zach Meston



**Hudson Soft follows up the outstanding Super** Bomberman Party Pak with the disappointing Super Bomberman 2.









**Blizzard Entertainment** 

on't let that developer name fool you: Blizzard Entertainment used to be Silicon & Synapse, the programmers of the way cool action/puzzle game The Lost Vikings and the merely

cool Rock 'n' Roll

Racing. Their is Blackthorne. which borrows heavily from Prince of Persia, Out Of This World and

latest creation Flashback, but

stands out as a great game in its own right.

ORDER A FULL ATTACK AND LEAVE NO SURVIVORS.

Blackthorne's storyline is a tasty blend of fantasy and sci-fi. In the world of Tuul, the evil demon Sarlac sends his minions to kill King Vlaros and retrieve the powerful Lightstone. The

King uses magic to send his son. Kyle — that's you—to Earth with the Lightstone until he's ready to battle Sarlac. Twenty years later, a grown-up Kyle returns to Tuul with a sawed-off shotgun and a

score to settle.

Your goals in each level are many: Talk to good guys for information and clues. acquire special items, use the special items

when needed and-best of all-blast the hell out of the bad guys.

Among the special items to be found are the Levitator, a high-tech ladder that lifts you to otherwise unreachable ledges; the Hover Bomb, a powerful explosive that blasts through doors and the Iron Key, used to unlock force-fields.

Combat in Blackthorne is slow-paced and strategic. You need to know when to shoot and when to dodge bullets by ducking into the back-



ground. The patient player is rewarded with an enemy kill; the impatient one is

The geniuses behind The Lost Vikings and Rock 'N' Roll Racing strike again with the futuristic platform game Blackthorne.

rewarded with a bullet to the gut. (The "blood" that sprays from bullet wounds is green-kinda goofy, but you get used to it.)

Blackthorne grows more complex with each new level, adding more screens to explore, more tasks and more enemies to dust. You're given a password at the beginning of each level, and you have unlimited continues, so you'll never lose your hard-earned progress.

Put simply, Blackthorne rocks. The involving game play and the intensely depicted violence make this by far the best platform game I've played this year.

-Zach Meston





GRAPHICS

f—the main charac 't as fluid as his cou ts in *Prince of F* ics are a bit too

SOUND/MU

sound effects un blast. The m is brilliant stuff, with a dramatic, futuristic feel hat's perfectly suited to

LAYABILIT

rols is a great to

9

MEDIUM DIFFICULT

EDITORS' RA

ANG THE BU

## THE LOWDOWN

The Prince of Persia/Flashback style of platform game always floats my boat, and Blackthorne adds several fresh new ideas to the genre, along with a heapin' helpin' of violence and carnage. (A round of applause to whoever decided to arm the hero with a shotgun!) A truly excellent game from a talented design team; I can hardly wait to see Blizzard's first title for a 32-bit (or higher) system.



1 Player

16 Mea

**Developer:** 

**Accolade** 

all me a grumpy old man, but platform games featuring "animals with an attitude" are really starting to grate on my nerves. How many so-called "cool" creatures are we going to have to be subjected to in order for game companies to find the next Sonic? Sometimes it seems like a million is the number that they're aiming for.

In the beginning there was Bubsy. A lot of people went ape over its good-looking graphics and bouncy soundtrack, and an equal number of people got their drawers in a bundle because of the flaky controls and the bobcat's particularly lame habit of dying whenever he got hit by anything—once. Yes, he was a regular mil-

quetoast. The latter flaw has been

rectified in the new sequel to Bubsy, cleverly called Bubsy II, but the game's overall mediocrity

may have you thinking that it should have been titled Bubsy: Was This Sequel Really Necessary?

Well, maybe that's a tad unfair. Bubsy II is not a bad game by anyone's standards. Yeah, it is a fairly uniform platform game, but it's got its share of fun, too. Since the last game, our hero has had to take a job leading tours around something called the Amazatorium, a cool museum with assorted theme wings, kind of like a cosmic Disneyland. The whole objective of the game is to travel throughout the wings fighting enemies until you reach the big boss, Oinker P. Hamm.

Along the way you get into a lot of cute trouble, see a lot of cute backgrounds and do the requisite cute things. Sounds pretty...cute, doesn't it?

Well, it is. Bubsy II is cute, furry and filled with assorted surprises to amaze and delight you. But it's all just business as usual; calculated whimsy trying to be spontaneous—nothing to get too excited about. You

> might have big fun flying Bubsy around in a little sound of myself shrugging?



h are fun to look at. A definite plus for this game. If only the gameplay was at the same level.

SOUNE

Bubsy talks! He's a verita-ble Noel Coward of the anthropomorphic animal set. He's always ready to let a pithy comment fly your way, so beware. I liked this feature until it got to be so irritating I nuted the TV.

In a word, dull. There's not much here, man. He jumps around, he defeats his enemies, he's kind of boring. Good controls, but I really didn't care. At least this time out you don't die after getting hit once. 6

MEDIUM DIFFICULT

BANG

THE LOWDOWN

Accolade's attempts to create a Sonic-style franchise continue to ring hollow and fall short of the mark. Bubsy II is not a very special game by any stretch of the imagination. Sure, it's challenging and it's got style, -aside from the new bonus stages—it's one egg short of a dozen in the originality department. There just isn't much to say 'cause this is one of those games that really doesn't make a very lasting impression on you at any level





**GENESIS** GAME GEAR"



Hm...yeh...uh... Shut up, nimrod.

Introducing the game that actually lets you control the destinies of America's leading morons.



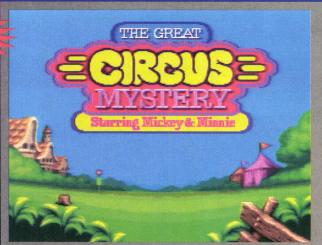












ickev Mouse is

wouldn't believe

it. I've always

wanted to live in a

spotless cartoon

world for a dura-

tion, and this

game is a close

as I'm probably

going to come

this side of Toon

Town.



1-2 Players

12 Meg

**Developer:** 

Capcom



The Great Circus Mystery Starring Mickey and Minnie Mouse is a really, really, really (no, I mean it, really) FUN game! From the get go, it's a great exercise in good old-fashioned sweetness and light. Apparently, someone has ruined the local circus and all our favorite Disney characters' days with it, so it's Mickey and Minnie to the rescue. And, being the intrepid mice that they are, they're determined to get to the bottom of the mystery.

You can play as either Mickey or Minnie, or both in the two-player game. Unlike certain other Disney games, here Mickey and Minnie are equals: Each can do everything just as well as the other can. Starting at the circus, you must make your way through the assorted dangers therein be-

fore you can move on to the next level, the jungle, which leads you to the haunted house. which leads you to the underground caverns, etc. And there's plenty of variety; you won't be seeing just two types of villain over the course of the ten levels.

As in Capcom's previous SNES *Mickey* title, each new stage brings a new outfit which helps you to overcome the obstacles on that level. Later, you can use the outfits any time you need them ...and you will. Check out the safari suits in the haunted house and watch the screen revolve! I laughed out loud at the sheer inventiveness of this effect the first time I saw it; it's great eye candy and entertaining to boot.

If you've been searching for an incredibly fun and entertaining game, this could be it. It's great for kids and adults. Give it a try, you old softie! This game is probably making Walt's ghost grin from ear to ear.

-Gabe Soria



#### GRAPH

Seriously, this is nearly perfect. The backgrounds are detailed, and familiar characters pop up every where; it's like a Disney

8

### SOUND

The music is a bit too cutesy for my tastes, but kids who hear it will ask their parents to buy the soundtrack for them. The sound effects are pretty neat too, with a cartoor "pop" that will probably crack you up.

#### PLAYABII

This cart plays like an ice cream dream. It's consis-tently playable, but also simple enough for a child to master the controls quickly. The unlimited continues are a big bonus, cause it can get pretty darn hard.

MEDIUM DIFFICULT

EDITOR!

THE LOWDOWN
The next best thing to a four-day excursion to Disney World. The Great Circus Mystery Starring Mickey and Minnie Mouse is awesome; I had a ball playing it and you probably will too. It's not the most difficult game in the world, but hey, it's Disney. Relax on a Sunday afternoon and play this with a friend or relative. Not only will they dig it, you'll find yourself getting into it too. This is a top-shelf game for the Super NES.



والمعارض والم والمعارض والمعارض والمعارض والمعارض والمعارض والمعارض والمعار

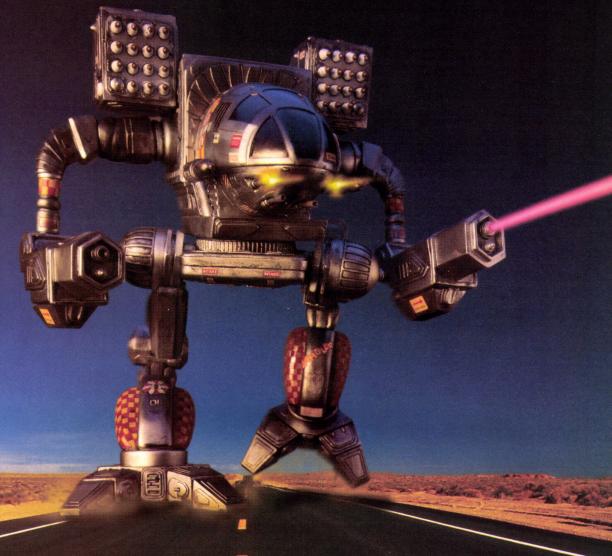


See Mickey and Minnie have amazing adventures, like only talking mice can!

OCTOBER '94



It Can't Drive 55,



But It Can Blow Up Your House.

BAGAME OF ARMORED COMBAT

TAKE IT FOR A SPIN IN SEPTEMBER 1994.

**GENESIS** 



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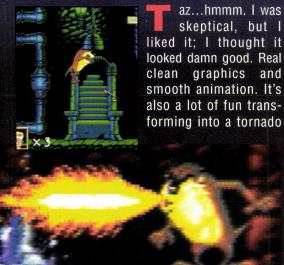












and disintegrating all your enemies—plus you get to go real fast!

So anyway, this is the plot: Taz has been kidnapped by Marvin the Martian and thrown into a zoo on Mars. But Taz busts a

move and busts out. Now he's facing a lot of enemies on his way home to earth.

Some of the enemies are just dumb. What are those birds doing in this game? I hate them. Fortunately, there are cameos by other Warner Bros. cartoon stars you'll recognize.

So maybe this isn't *Sonic the Hedgehog*. But who cares? It's another pretty fun platform game; worth a rent.

—Betty Hallock

oline and watch

that breath go.

### GRAPHIC

Graphics are excellent. The backgrounds are very simple and clean; kinda cartoony bu not intrusive.

### SOUND/MUSIC

The soundtrack is nothing to get excited about; it does the job. There's nothing annoying about the music, and the sound effects are fine—bleh! 7

8

6

6

6

### PLAYABILITY

The control is good. Like I said, you can go really fast as a tornado. And you can even bounce off walls while you're spinning.

EASY MEDIUM DIFFICULT

BANG HE BUCK

### THE LOWDOWN

Even though Taz in Escape From Mars is a fun game, I just can't see myself playing it day after day after day. It's definitely worth checking out though; a good bet for fans of Sega's first Taz-Mania game, 'cause it's more of the same.

Data East USA, Inc. • 1850 Little Orchard Street, San Jose, CA 95125 • (408) 286-7080











'm not the biggest fan of driving games—being a full-fledged geek, I have always been more interested in computers than in cars—but I know a

good racer when I see one. *OutRunners*, a sequel to the Sega chestnut *OutRun*, is not a good racer.

What makes it bad? Start with the roadside graphics, which are terribly twodimensional. The graphics are weak throughout; everything looks roughly drawn

and blandly colored. The biggest problem of all, though, is that *Out-Runners* is just plain boring. In the Arcade mode, two or three crashes is enough to eliminate any chance of

Data East brings

Data East brings Sega's coin-op driving game Outrunners to the Genesis.



completing your current leg, so the programmers naturally limit the number of cars on the road. This means long stretches of racing where all you're doing is negotiating the turns. Whee. Even the Original mode lacks the thrill of most two-player competitive games—I swear I've been more

entertained playing "rock, scissors and paper."

OutRunners is Yawn City.

—Zach Meston

### GRAPHICS

It's fun to watch the drivers tumble out of the car after a crash, but most of the animation is primitive by comparison. Grainy backgrounds.

### SOUND/MUSIC

The digitized speech sounds like a walkie-talkie that's been stepped on a few times, but the music is OK and the effects are, er, effective.

### PLAYABILITY

The steering controls are adequate—and there's a decent array of options—but there's no feel of speed and no sense of excitement.

EASY MEDIUM DIFFICULT

BANG THE RUCK

### THE LOWDOWN

OutRunners has to be the most boring driving game I've played so far this year. If you need a driving fix, check out Virtua Racing, F-1, Mario Andretti Racing—anything other than this feeble effort.

OCTOBER '94

MINIO CAMIS non







ire oozes from the core of a planet as a drop ship places you dangerously close to an open volcano. You destroy must the enemy's command cen-

ter, but to do that involves taking out the protective force field that is powered by lava—the same lava that burns your mech's cooling system down to the very power coils that keep you alive. Stay sharp or you're in worse shape than a rat

in a can of Coke; you'll just be charcoal at the enemy's barbecue.

So begins the second level of Absolute's latest frenzy of destruction: Battletech. You're at the helm of a 40-ton piece of machinery and your sole purpose is to blow things up. The purity of the machine is beautiful, as are the gameplay,

FIRE FARTHER

graphics and sound in this super-fun game of mechanical mayhem. Most of the robots are direct rip-offs of the popular Anime series Robotech; but instead of dapper-looking cartoon pilots like Rick Hunter, you take the helm as a well-armed rookie looking to move up the ranks and get in one of the neat-o looking mechs reserved for vets.

Battletech features a ton of different levels, and better graphics than both Jungle and Desert Strike. If you're a fan of big destructive robots, or if you've ever stayed up late playing the Bat-

tletech RPG by the FASA corporation. you'll have even more fun with this war game for the Gennie.

-Nikos Constant



Unfortunately, Battletech is as lose as we'll get to playing a Gundam game in the U.S., iless you want to shell out the big buck for an impo game. If you're a fan of huge robots you'll dig this game like a



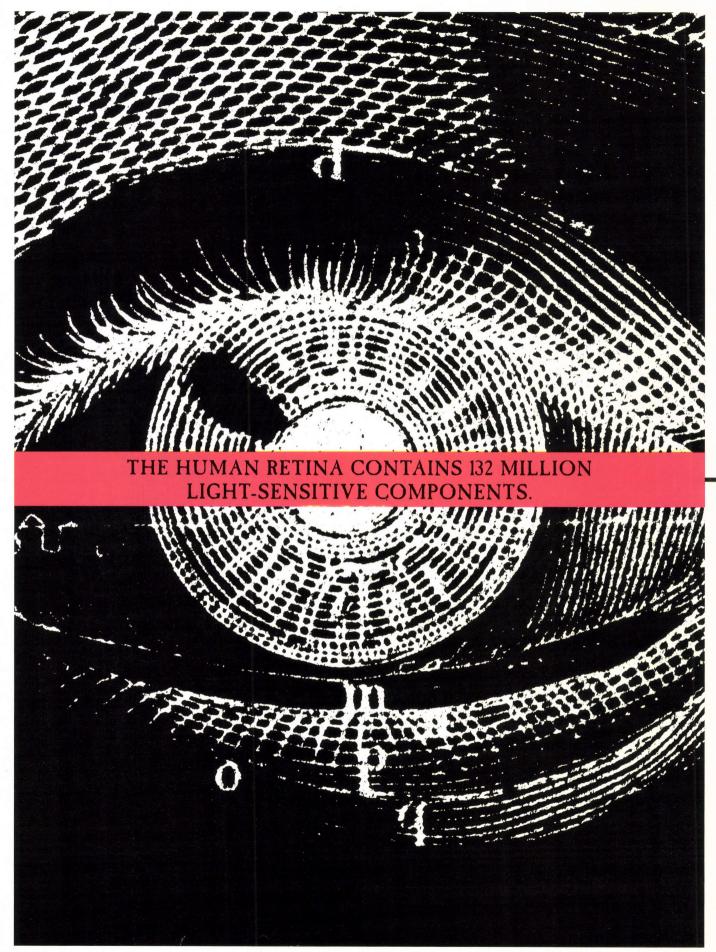
structive look to this e of close co fare. The mechs look hot and the explosions are great. They should have worked a bit on terrain.

uns rat-a-tat-tat and buildings explode with emphasis. Just what you'd pect from a top-notch

it can fix its firing m nism on one target whi circling around to avoid enemy fire. Once you get the hang of this tactic, you'll blast the enemy like 9

MEDIUM DIFFICULT DITORS' R

THE LOWDOWN
This is a great war game. It takes equal parts strategy, skill, and luck to get through the tough levels. Choose your weapons wisely becauseplumbing—you need the right tool for the job. You may be tired of *Jungle Strike* games, but I thought this one was a lot more fun. I'm going to go out and buy this game.



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### **Space Ace**

"Space Ace is a blast to play and is truly faithful to the original coin-op. The digital video is perfect and the game controls great." Electronic Gaming Monthly

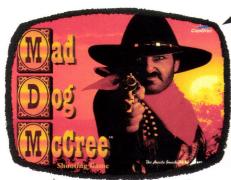


### **Dragon's Lair**

"The Sega CD version suffers from lack of control and grainy graphics. The 3DO graphics... and sound just can't match up to the incredible job that was done on the CD-i." Electronic Gaming Monthly



## WAKE THEIR TIRED BUTTS UP WITH THESE IMPROVED CLASSICS.



a quality light gun, the CD-i version allows faster aiming.
immediate response...instantaneous cuts...\* Electronic Games

Mad Dog McCree



Positively the best version period. It puts all other game systems to shame...excellent sci-fi adventure." Video Games

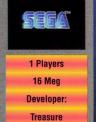
**Microcosm** 

So, you've already played these games on other formats. Good. Then you'll be the first to appreciate the full-on sonic and visual overhaul CD-i has made on them. Remember the blurry, pixilated graphics? The dime-store sound effects? Well it wasn't your vision and hearing that sucked. We've replaced them

with razor-sharp video and digitally crisp audio. And those with quicker reflexes than the average 80-year-old will dig the faster response time. But we've bent your ear long enough. Experience the classics on CD-i for yourself. After all, you've got 132 million photoreceptors leaning dangerously towards the snooze button.









9

MEDIUM DIFFICULT

Genesis cartridge for your collection. A cute, weird game. Even if you're not into "cute," I think you'll *still* like

this game; it packs in a lot of

anymore. We're talking a creature whose head becomes a vacuum, then a hammer, then an invincible force field. Whatever this

e're not talking hedgehogs

thing is, it's ill; I mean weird.

Sega's newest action hero, Dynamite Headdy can bonk his head vacuum on it,

against a box with a picture of a The developer of Gunstar Heroes is back with Dynamite Headdy

teddy bear that looks like a cat, and the background for one particular scene is a painting of a there's a vacuum on his geisha girl. I like it... I think. head and he sucks up every-When it comes right down to it, Dynamite thing in sight, including all Headdy is pretty darn fun. And it looks really,

really good, too.

-Betty Hallock

Sega of America, Inc. • 255 Shoreline Drive, Redwood City, CA 94065 • (800) USA-SEGA



and the next thing you know,

his enemies. I wish I could

do that. The backgrounds

and opponents are pretty funky too. There's a floppy



ell, wouldn't you want a head with attachments that suck, hammer and sprout wings? Sounds good to me. It makes for a lot of gameplay that isn't just run-

and-jump stuff, anyway.

The Game Gear version of Dynamite Headdy stays true to the Genesis version; the levels are just shorter. It looks almost as

Hey, killing things with your head is pretty

X|X|X|X

Kill enemies with your dynamite head.

satisfying; maybe just as satisfying as killing your enemies with a whip or a gun, but it looks cute while you're doing it. It's well worth adding to your collection.

-Betty Hallock

8

MEDIUM DIFFICULT

A game that gets down w probably worth the bucks, if any Game Gear game is. Yep. I'd put my money in it.

the versions.

OCTOBER 94

good, too. This is probably one game that would

convince me to buy a Game Gear if I didn't already own one; Treasure did a really good job on both



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In addition, we'll draw five names from all of the cards we receive each month and send each person a package of free crap straight from the VideoGames offices. You never know what you might win; it could be a T-shirt, a poster, a free game, a pair of shoelaces or even a rare promotional item that one of the game manufacturers sent to us. You can't win if you don't enter, so send in that Reader Service Card today!

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ased upon the Advanced Dungeons & Dragons 2nd Edition game rules, Eye of the Beholder puts you in the sewers of a town called Waterdeep. You must lead your party of brave adventurers through the descending levels, unravelling the mystery of a dangerous threat which is lurking there.

Eye of the Beholder is not some cute, threequarter overhead perspective game. As the *Dun*geons & *Dragons* name should imply, the game is

quite complex, involving all of the features you have come to love or hate about FRPGs.

To add to the complexity, the game is huge. The dungeon is made up of twelve maze-like levels with loads of monsters and non-player characters. Adventure game enthusiasts will be pleased by the number of challenging puzzles, though many of the solutions are a lit-

tle disappointing. For example: I was stuck for several hours at a locked door marked with strange runes. I had thoroughly explored the rest of the level, so I knew that my only option was to open the door. After attempting several times to unravel the mystery of the markings, I threw a dagger at the door out of frustration. Like a scene out of a really bad movie, the door opened.

Apart from some similarly illogical puzzles, the

only other problem I had with the game was its claustrophobic surroundings. Eye of the Beholder is reminiscent of older computer RPGs such as Wizardry, in which you're confined to a single maze. While I enjoyed the game for sentimental

reasons, it would have been nice to be able to explore a town or a forest or something besides a damp sewer.

These things aside,

the game is extremely fun, and this is added to by the simplicity of the controls. It is very easy to access each characters' traits and inventory at any point (including combat), and the game moves along very quickly so as to keep you highly interested.

While *Eye of the Beholder* isn't perfect, it's one of the

better RPGs I've come across in a while, if only because it's so sophisticated. Having more control over the abilities of your characters—and having the application of the D&D rules—makes this a much more satisfying role-playing adventure than some game featuring squat characters with big heads whose names all sound like Santa's reindeer.

—Ron Dulin



### GRAPHIC

The graphics are nothing out of the ordinary, though some of the monsters look really scary. Based upon the common view screen/character box format, the graphics aren't particularly mind-boggling, but they get the job done.

### SOUND/MUSIC

The music consists mostly of the haunting, gothic-type mood pieces common to RPGs. The sound effects, on the other hand, are really good, especially when you hear a creature sneaking up behind you.

### PLAYABILIT

This is where the game excels. The controls are easy to use, and easy to figure out. Most games in this genre make the controls almost impossible to learn; Eye of the Beholder allows you to do a lot with very little.

EASY MEDIUM DIFFICULT

EDITORS RATINGS

GORE CHRIS

4

7

NIKOS BETTY

BANG THE BUCK

### THELOWDOWN

A fun and complex RPG, Eye of the Beholder is a solid piece of adventuring. Though a little intimidating because of its immense size—and the fact that it only takes place in one dungeon—the game is very enjoyable.







While most Sega CD owners would prefer original RPGs to conversions of proven ones, Eye of the Beholder will keep you happy during the wait.

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ega Man V for the Game Boy is no disappointment, that's for sure. It does happen to be vet another in the Mega Man series. but then again, we all know and love them, right?

This time Dr. Wily is pretty much out of the picture, but now there's this mean guy called "Terra" who





Mega Man's got a new weapon: The Mega Arm.

want to

destroy Mega Man. Mega Man finds his Super Mega Buster useless against Terra and his Star Droids. so Dr. Light invents the Mega Arm. Watch out, Terra. Mega Man's also got a new assistant, Tango.

Pick up power-ups like P chips and watch out for the bad guys; everything from droid aliens to blobs that drop from the ceiling and those little flying rodents.

Not a bad little game: it looks even better on the Super Game Boy.

-Betty Hallock

### GRAPHIC

8

6

9

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9

8

9

MEDIUM DIFFICULT

If you don't have a Mega Man game for your Game Boy, this one is as good as any. It's entertaining...it's Mega Man. If you're thinking "rehash," you might be right, but it's still a pretty fun

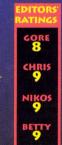
Nintendo of America, Inc. • 4820 150th Ave. N.E., Redmond, WA 98052 • (206) 882-2040











ere it is, in your face: An old game with a lot of new twists. Remember this classic from the '80s that helped bring Mario to his superstar status today? This new Game Boy update is as good as the rating says and

Mario is back in an old classic and he's got a ton of new tricks. bucks, too.

worth the



There are over 100 screens to deal with; to get past some of them takes major dexterity and luck. The first couple of screens may look familiar from the old days, but there are dozens of new screens and tricks that you've never seen

Mario do before. For example, you can jump through certain ceilings and jump super high.

The evil gorilla still lurks around and steals Mario's woman, and your job is to clear the levels to get to her. Definitely check this one out on the Super Game Boy, it looks and sounds even better.

-Eric Nakamura

MEDIUM DIFFICULT

This game is addictive and fun. Play it for a little while and you'll be hooked. On the Super Game Boy it's a mas-terpiece; it just looks and sounds great. For Donkey Kong fans old and new, this



# they've got they've got venom they've got t e e t h you've got BANANAS?

But don't worry. They're not the kind of bananas you cut up in cereal. They're the kind that can cut down a man-eating tiger, spit-ball hurling snake, ballistic bat, crazy ape, or totally mental, maniac monkey. In the new video game, Disney's The Jungle Book, a banana can save your butt...and really mess up someone else's. You'll fire off your favorite fruit through 11 different play levels\*. Plus 5 wild bonus rounds. With characters and songs straight from the Disney movie. Disney's The Jungle Book even features movie-like supersmooth animation. From Virgin and Disney, the same companies that created Aladdin for the Sega\* Genesis\* System. So make like a banana...and split for your nearest video store.

Available for all your favorite game systems.

DISNEP'S

## TUE BOX















CHRIS 8
NIKOS 9
BETTY 8

bsolutely, positively, beyond the shadow of a doubt, *Shockwave* is a game that you must have if you want to get the most out of your 3DO system. This game is totally AWESOME, and that's no joke.

The year is 2019, and Earth is under surprise attack from an armada of aliens. The whole globe

is a war zone, and your mission is to fly to various hot spots around the globe and

spots around the globe and



rout the buggers in your tricked-out F177 space fighter.

From its impressive full-motion video introduction to its white knuckle flying



EA's long-awaited Shockwave rocks the 3DO.

action, Shockwave is great visceral entertainment. First-person shooters have a tendency to bore me, but Shockwave rocks. It's a shooter, it's a space opera, and it's no-holds-barred excitement.

-Gabe Soria

### CRAPHIC

Indescribably beautiful.
Watching the alien fleel
approach Earth is like watching Star Wars all over again.
You'll be pinching yourself.

### SOUND/MUSIC

9

Turn the TV up, my friend. That's all that needs to be said. UP!

### DIAYARILET

My friends were laughing al me 'cause I kept dodging alien missiles. I was very scared, to say the least.

EASY MEDIUM DIFFICULT

BANC FOR RUCH

### THELOWDOWN

Read my lips: buy this game now, or else you're missing out big-lime. One of the best games I've played in recent years. What else can I say except that I'm hooked on the horse that is Electronic Arts' Shockwave?

Atari Corporation • 1196 Borregas Ave., Sunnyvale, CA 94089 • (408) 745-2000











this first-person shooter may have met with mixed reviews, but Wolfenstein 3-D for the Jaguar is even better than its PC predecessor.

Translation: This game rocks!

The gameplay is simply addictive. You must maneuver your way through a bizarre castle and escape hordes of Nazis.

149

zombies and Nazi zombies bent on your destruction. Every three levels or so there are giant bosses who will kill you real quick unless you can run and gun your way to more ammo.





### Goodbye, Mr. Nazi! Try some lead in your diet.

While the Super NES cart was a toned-down version of the original PC shocker—with swastikas removed, dogs replaced by rats and blockier graphics—*Wolf 3-D* on the Jag features *upgrades* from the PC version like new weapons, better graphics and unbelievably faster scaling. Atari's *Wolfenstein 3-D* is superior to all versions of this game; a must-have for Jaguar owners.

-Chris Gore

### GRAPHIC

Can you believe the graphics are actually better than the PC version? It's true! The resolution of the wall "tiles" is double that of the original.

### SOUND/MUSIC

Each weapon has its own threatening (and realistic) sound effect. Those Nazi wails of pain sure are a joy to the ears. 9

### PLAYABILITY

You're a nerd if you miss your keyboard when playing Wolf 3-D with a control pad. Simple controls make it easy to blast the bosses.

EASY MEDIUM DIFFICULT

DANIC FOR DITION

### THE LOWDOWN

Fantastic Irist-person shootinhas arrived! Wolfenstein 3-D for the Jag is incredibly playable and a dizzying ride. Blasting Nazis was never more fun! Infinitely superior to the SNES version and, surprisingly, better than the PC.



11050 CAMES LOVE







**Gremlin Ireland** 



rom the top: The "Litil Divil" of the title is Mutt, who's been sent by his fellow Divils to explore the Labyrinth of Chaos and find the Mystic Pizza. The Labyrinth is a winding maze of passageways lined with pits, flame-throwers, falling pianos (!), and other booby traps.

Movement through the Labyrinth is presented in a smooth-scrolling 3-D perspective that rotates when you walk around corners. When you turn 180 degrees and walk in the op-

posite direction, the screen doesn't rotate, but shows Mutt walking "out of" the screen. This makes it all too easy to bumble into traps and lose energy from Mutt's life gauge running along the bottom of the screen. The gauge decreases even when Mutt is standing still, so it's impor-

tant to move quickly through the Labyrinth—but not so fast that you set off trap after trap.

The Labyrinth also contains gold (to spend in the Labyrinth shops), food (to pump up the life

gauge) and doorways. A few doors lead into dungeons where you can save the game, but most doors lead into rooms with

puzzles to solve.

Most puzzles in *Litil Divil* are solved with hand-eye coordination. If an item is needed to solve a puzzle, and you have it in your inventory, it's used automatically. Example: One of the rooms in the first section of the Labyrinth holds a sumo wrestler who normally beats the crap out of you. If you enter the room with a large needle in your inventory, and manage to get in a few blows on the fat boy, Mutt uses the needle to pop the wrestler.

Other puzzles require more brain-power. Example: A singing mermaid produces musical notes that you have to repeat by jumping onto one of three nearby fish. (It's a little bit like the electronic game Simon.)

What really makes Litil Divil so much fun is its sense of humor. Every animation and puzzle sequence made me chuckle or laugh out loud—not easy to do

when you're as jaded as I am. (just kidding!)

—Zach Meston



Litil Divil debuts on the CD-i platform after a mind-boggling four-year delay, but the result is well worth the wait.



### GRAPHIC

This version of Litil Divil contains a bunch of full-motion video sequences not seen in the PC version, along with more animation and much more detailed graphics throughout.

### SOUND/MUSIC

8

Litil Divil's light tone even makes it into the music, which is some very kooky stuff. The sound effects aren't quite as good, but still more than adequate.

### PLAYABILITY

This is where Litil Divil shines. No instruction manual required; just pick up the controller and start playing. There's enough game play depth and challenge to keep you busy for days on end.

### EASY MEDIUM DIFFICULT

### EDITORS' RATING

GORE CHRIS
7
NIKOS BETTY

### BANG THE BUCK

### THE LOWDOWN

I first read about Litil Divil a whopping four years ago in the pages of the now-defunct British magazine ACE; it's a rule that any game stuck in development so long that video game mags rise and fall in the meantime usually doesn't turn out well. But not only did Litil Divil turn out well, I think it's the best CD-i game ever. No lie.

## SWING, BATTER!





f you're like most people, you might have played a season or two of Little League ball, but your career in baseball probably never got much further than that. After experiencing the real-life rigors of baserunning and fielding, you probably allowed your

video game system to take over, enjoying the thrill of big-league baseball through games like *Bases Loaded, Hardball, Baseball Stars, Tony LaRussa Baseball* and Sega's crowning sports achievement, *World Series Baseball*.

Now, Ohio-based Sports Sciences, Inc.—makers of the TeeV Golf controller allows you to get closer to the real feel with its Batter Up Pro Swing System for the Genesis and Super NES. Step up to the plate and swing a real bat (actually a foam-covered plastic one) while you dream that you're Ken Griffey Jr.

Three versions of the Batter Up controller will be available in October: A Super NES model for \$69.99, a Genesis model for \$69.99 and a special cordless version for the Genesis (\$129.99). Contact Sports Sciences at (800) 860-4727 for more info.

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F	6	Lakers vs. Celtics and the NBA Playoffs	Electronic Arts	7	8	7	7	6	7	6	7	7	7	6	6	7	7
	7	David Robinson's Supreme Court	Sega	7	7	8	6	7	7	8	7	6	6	6	7	5	3
3	8	Jammit	Virgin	7	7	7	8	8	6	7	8	6	6	8	6	6	n/a
	9	NBA All-Star Challenge	Flying Edge	6	7	7	7	6	7	7	5	4	6	6	6	7	6
ES	10	Jordan vs. Bird One-on-One	Electronic Arts	6	7	7	7	7	7	6	6	5	6	6	6	n/a	7
GENESIS	11	Pat Riley Basketball	Sega	6	7	8	6	6	6	7	6	4	5	5	6	6	3
	12	Super NBA Basketball	Tecmo	5	5	6	6	5	5	7	7	8	5	6	6	8	6
	13	Double Dribble	Konami	5	6	5	7	6	6	7	5	6	4	6	5	6	n/a
	14	Barkley Shut Up and Jam!	Accolade	5	6	5	4	5	5	7	5	5	4	7	3	6	3
	15	Arch Rivals	Flying Edge	5	5	5	6	6	7	8	3	4	4	5	4	5	n/a
Z												A					
AACI	1	Formula One World Championship: Beyond the Li	mit Sega	7	8	7	9	9	6	7	9	8	8	8	8	8	9
EGA 10 R	2	Jaguar XJ220	JVC	7	7	8	8	7	7	8	7	6	6	8	6	n/a	4
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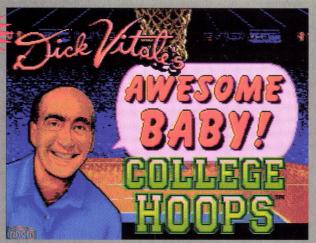
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1-2 Players

16 Meg

**Developer:** 

**Time Warner** 

ick Vitale's Awesome Baby! College Hoops is Time Warner Interactive's attempt to bring the wild first-person action found in Nintendo's NCAA College Basketball to



the Genesis. It's a valiant effort, but let's face it, without a lot of additional hardware. the smooth scaling and rotation effects of the SNES game can't be

duplicated on the Genesis, no way, no how. The result is choppy rotation, scaling, scrolling and animation, all of which is kinda disorienting when trying to control your team.

OK, now that we got that out of the way, let's get to the good stuff (and there's plenty of it!). As you might expect, there's loads of digitized color commentary from Dicky V., and like most everything else in this cart you can customize the level of speech from "small talk" to "motormouth" (my personal favorite!) All of the samples are exceptionally clear and capture Vitale's personality perfectly. Other customizable options include changing any one of the 32 teams' names and six adjustable speed settings (from slow to ludicrous).

There is a wide variety of moves, all of which are easier to pull off if you have a six-button controller. Besides the usual shoot, pass and

**Exhibition/Practice Mode** League/Season Mode **Tournament Mode** 

**Substitutions Team Construction League Construction Battery Backup** Password Backup **Instant Replay** Official License Players

OCTOBER

block functions. Awesome Baby! has specialized defensive moves to

try to force the offensive player to shoot or commit a foul. Offensive players have a special behind-the-back pass for tight situations and can perform dunks and lay-ups.

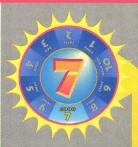
Both the offense and defense have five set "plays," similar to the NCAA cart, which are really nothing more than offensive formations and defensive zones. Due to the constantly changing perspective you might be tempted to let the computer control the defense, but don't; The computer isn't aggressive enough and you'll need to use the "change player" button often in order to get the defensive rebound.

Awesome Baby! has two modes of play: Standard five-on-five college basketball and a special two-on-two Slamfest (something like a first-person NBA JAM). You can play either practice games or enter a tournament in the five-onfive mode, where players tire and substitutions will have to be made from the bench from time to time. The Slamfest mode adds a few special moves, such as being able to knock opponents down and direct your teammate to cover another area of the court. I didn't care much for the Slamfest mode and found the five-on-five games

to be much more challenging and enjoyable.

—Jeffrey **Tschiltsch** 





The digitized speech tric guitars to scho bands. All in all, some the better sounds we've heard out of a Genesis cari in a while.

vell. There's often soi lag time between w press a button and the action occurring on the screen, but the players

MEDIUM DIFFICULT

EDITORS R

THE LOWDOWN
Dick Vitale's Awesome Baby! College Hoops lets Genesis owners experience some of the thrills that SNES owners had with NCAA with the added bonus of Vitale's prodigious vocalizations. While the action has been toned down a bit due to the hardware limitations, the cart offers solid roundball action and a good variety of options. Worth checking out if you don't own a SNES and are looking for a different kind of basketball game.









1 Player

CD

Developer:

Sega

ne of the most eagerly awaited racing games of the summer, Formula One World Championship: Beyond the Limit (formerly known as Heavenly Symphony in Japan. where it was developed) has finally arrived for the Sega CD. Fully licensed by the FIA and Fuji Television, the game features all the drivers and teams of the 1993 World Championship season.

Beyond the Limit takes full advantage of the Sega CD's capabilities with a killer soundtrack and one of the hottest full-motion video introductions for a sports

game vet. Unlike other CD sports games where video clips are added as simple highlight reels, the video in Beyond the Limit has been carefully inte-

grated into the game. Take the 1993 mode. where you assume a driver's role at the later stage of the race—exactly as it happened in

1993—and must match the challenge that driver faced. After reading the scenario, authentic video footage sets the stage, showing the events leading up to the point where you take control. Suc-

cessfully meet the challenge and you'll see highlights of the victory, otherwise be prepared for video portraying a disappointed driver and

his team.

The great graphics aren't reserved just for video clips, however. An amazing amount of detail has gone into representing the world's Formula One tracks as accurately as possible; courses such as Monte Carlo are simply

breathtaking. Unfortunately, all that wonderful detail seems to have put quite a strain on the Sega CD's ASIC processor. While all the ontrack objects scale smoothly.

the game doesn't convey the same sense of speed that was present in other Sega CD games of the past, such as Jaguar XJ220 or the excellent driving levels in Batman Returns.

G: 10.69

Which brings me to the main problem with what—by all rights—should have been the definitive F1 video game: Steering control. In my opinion, it just plain sucks. The smooth steering sensation found in games like Domark's F1 and Sega's own Super Monaco GP simply isn't there. The controls are hyper-sensitive, jerking the car radically at the slightest touch of the D-pad. Even after hours of practice I still found myself wildly oversteering, especially in traffic.

Beyond the Limit has so much going for it that true racing fans will probably put on those rose-colored glasses and refer to the steering as "challenging"—I know I kept coming back for more—but casual players are more likely to call it "frustrating" and move on to something else.

—Jeffrey Tschiltsch



ve never seen so many padside objects in a Sega acing game before, let g isn't as sn rrific video clips really Il you into the action.

The music shreds and is guaranteed to get your adrenaline pumping! Ex-cellent voice-overs de-scribe each track's special features. Effects are also well done, especially when you pull into the pits or rive under a bridge.

### PLAYABILITY

traightforward controls are narred by over-sensitive d trees. Lack of a tv

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THE LOWDOWN
As a fan of Formula One racing since Andretti won the World Championship in a black Lotus called the John Player Special, I was impressed by *Beyond the Limit*. The tracks are detailed and the excellent FMV really showcases the drivers of the world's most dangerous sport. The Grand Prix mode's many options depict the complexity of racing, and the 1993 mode is truly innovative. Unfortunately, the steering woes undermine the game to the point that it's to be recommended for hardcore F1 fans only.



**Practice Mode** 



**Players** 

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## J. League Soccer Prime Goal 2 Super Famicom

✓ith the relatively recent formation of the Japan League Pro Soccer organization, soccer mania has

become a huge prime time success in the Land of the Rising Sun. The games are sold out, T.V. coverage is saturated and the supermarkets are filled to bursting with J. League trading cards, candy and ramen.

The second J. League-licensed video game is J. League Soccer Prime Goal

The second J. League-licensed video game is J. League Soccer Prime 2. You'll need every button on your pad to play this game. You can pass long or short, shoot, volley kick, dive, head, do bicycle kicks and pass and shoot with curves. Soccer play seems limitless and each player has his own skills. What takes this game over the top is the close-up screen that appears when you confront an opponent. Released just last month in Japan, this is sure

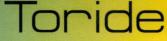
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to become a top-selling sports hit.





TAKARA Super Famicom

ake note, puzzle fanatics: This Japan-only cartridge could be the ultimate puzzle game to tie you down. *Toride* is already a super hit at arcades in Japan, South Korea, Germany and Taiwan. It plays like *Taipei*, but along with mah jong tiles you've got alphabet blocks and picture pieces.

There are also other obstacles—like moving pieces—to throw you off.

Usually a puzzler game like this is something that you'd play by yourself, but *Toride* has a two-player mode that will keep you and a friend playing forever. Choose from dif-

ferent puzzles and think your way to victory by getting rid of all of your

pieces.

## Galaxy Robo

Super Famicom

is an RPG/strategy of

revolves around humans who have migrated to four planets. Essentially, the plot details how the strongest of the four—Galaxia—took over a smaller planet called Luxia, which caused two princes to start a war over which of them would become heir to the Galaxia Empire. Your mission is not to help decide the victor, but to make peace.

The game is a detailed, number-crunching Japanese-style RPG in which robots with swords take part in turn-based combat. There are many different robotic types. My favorite is the Sprite which is piloted by a cute lady named Shia. Don't expect an American release any time soon; translating all of the text and writing a decent instruction manual for Galaxy Robo could



take years.



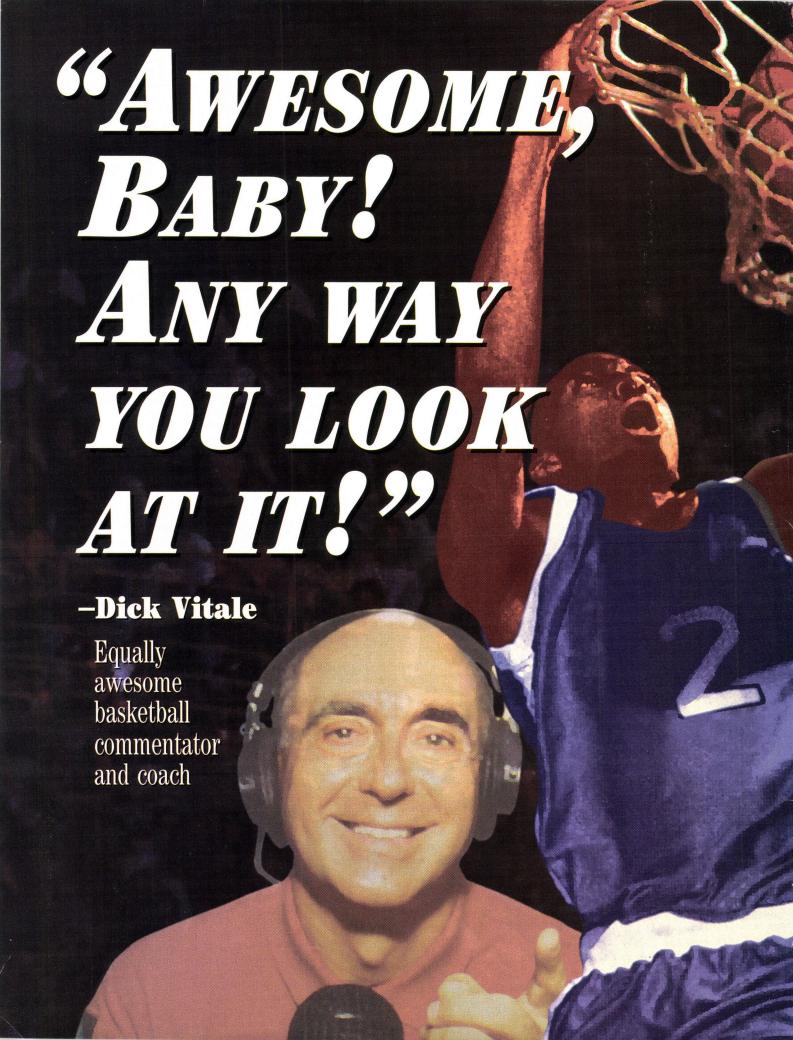






3333 S

EEEEEEEE





# Here's the only Genesis basket-ball game with a 3-D rotating court – and me, Dick Vitale!

I live and breathe college hoops. I eat it, I sleep it, I drink it, I love it, I need it. And now you can too -24 hours a day, 365 days a year. The folks at Time Warner Interactive have created a college basketball game that's so much like the real thing, I can't believe it!

The game's so awesome, I'm proud to have my name on it. Just check out all the prime time features of *Dick Vitale's* "AWESOME, BABY!" College Hoops:

A 3-D scaling and rotating court puts you <u>in</u> the game, not just watching from the sidelines.

Real on-court sounds and commentary from yours truly. You can even use my plays from my college and procoaching days.

Real college basketball action and rules with 32 teams in 4 conferences. Choose from Tournament, 2-on-2 Slamfest and Single game modes with 6 speeds and 3 difficulty settings.

5-man teams with real moves: ball stealing, behind-the-back passes, lay-ups, hook shots, power slam dunks, reverse slams and monster 3-pointers.

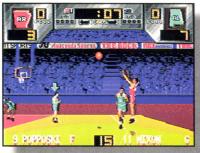
Play it and you'll be screaming,

"Awesome, Baby – with a capital A!"

Dick Vilale

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